Subject: Importing Preset Library
Posted by Brandon on Thu, 21 Jun 2007 17:55:20 GMT
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I can successfully export the preset library but when importing presets to the library it just sits there loading and then once done nothing new appears on the list, why?

Subject: Re: Importing Preset Library
Posted by zunnie on Thu, 21 Jun 2007 17:58:25 GMT
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Importing stuff like that is fuxxed in leveledit, not possible afaik.

Subject: Re: Importing Preset Library
Posted by Brandon on Thu, 21 Jun 2007 18:12:11 GMT
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Well, seems I'll have to start temping more often because with all these SSAOW/SSGM updates I'm always having to redo my presets. Does the objects.gm really change during updates or is it just scripts and .ini files that change? If the objects.gm file doesn't really change then let me know because I'm getting tired of remaking preset lists.

Subject: Re: Importing Preset Library
Posted by zunnie on Thu, 21 Jun 2007 18:16:56 GMT
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I guess some presets have new or different scripts attached to
them in the objects.ddb file.
You can continue to use your older objects.ddb file but you
will have to look through the presets for any changes and
apply them to your older objects.ddb

Subject: Re: Importing Preset Library
Posted by reborn on Thu, 21 Jun 2007 18:48:24 GMT
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SSGM has not modified the objects file from SSAOW 1.5 in anyway other then removing some scripts that where not needed.
Meaning that you can just use your objects file from SSAOW 1.5 and just rename it to objects.gm without breaking any features from SSGM. This is incredibly helpful in my opinion. =]

Subject: Re: Importing Preset Library
Posted by Brandon on Thu, 21 Jun 2007 21:03:23 GMT
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Excellent, thanks!

Subject: Re: Importing Preset Library
Posted by Oblivion165 on Thu, 21 Jun 2007 21:08:28 GMT
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The txt exporter and importer (Objects.ddb in a text format, works the same as the original) work but you have to re-add them to the menu via resource hack.