Subject: Why add in a PKG? Why not just temp anyways?
Posted by Veyrdite on Wed, 15 Aug 2007 05:44:41 GMT
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Title asks it all.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Slave on Wed, 15 Aug 2007 11:48:32 GMT
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I experienced add is less buggy as temp.
new temps sometimes randomly start to overwrite other temps.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Gen_Blacky on Wed, 15 Aug 2007 16:47:43 GMT
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temps can cause problems in some cases

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Veyrdite on Thu, 16 Aug 2007 05:33:02 GMT
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that explains a lot of problems I've had in the past.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by BlazeDragoon on Sat, 18 Aug 2007 11:36:15 GMT
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Yea back awhile ago before I took along ren break I used to know a bunch of specific temps problems from trying to do some things   . Can't remember em now tho =P.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Jerad2142 on Sat, 18 Aug 2007 16:32:16 GMT
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Also .pkg allows you to modify the armor.ini, surfaceeffects.ini, camera.ini, and others (note: before you make a .pkg your should read up on how to fix the zero bug).

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by BlazeDragoon on Sat, 18 Aug 2007 20:18:33 GMT
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.pkg doesn't work with cameras.ini. I noticed this another day when my cameras weren't working. I had to put it in my data folder to get it to read. Then renguard has a hissy fit. Unless I was doing something wrong (I might of been tho I got it to work later).

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Jerad2142 on Sun, 19 Aug 2007 15:58:09 GMT
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BlazeDragoon wrote on Sat, 18 August 2007 14:18.pkg doesn't work with cameras.ini. I noticed this another day when my cameras weren't working. I had to put it in my data folder to get it to read. Then renguard has a hissy fit. Unless I was doing something wrong (I might of been tho I got it to work later).
Opps, ya actually the only way you can get cameras.ini to work is if it is a Mod, or reload the package once your in the game once (start the server, quit back out, start it again).

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by bisen11 on Sun, 19 Aug 2007 21:04:46 GMT
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I never had much of a problem with temps :/ . I guess i didn't do anything super advanced tho.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by YSLMuffins on Sun, 19 Aug 2007 21:22:21 GMT
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You should backup your temps database occasionally, in case they randomly are corrupted.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Canadacdn on Mon, 20 Aug 2007 00:06:49 GMT
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I think Renegade has a temps limit. Does anyone have any idea what it is?

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Jerad2142 on Mon, 20 Aug 2007 04:04:14 GMT
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I think the temps have a size limit something around 350 kb. I think Renegade just probably has a memory limit for temps.

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Slave on Mon, 20 Aug 2007 14:42:29 GMT
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My temps file went loco @ 352 kb

Subject: Re: Why add in a PKG? Why not just temp anyways?
Posted by Jerad2142 on Mon, 20 Aug 2007 16:12:10 GMT
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RP2's were unable to add any more presets reguradless of what you did at 354.