
Subject: objects_map.ddb feature?

Posted by [iRANian](#) on Thu, 20 Oct 2011 22:40:13 GMT

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I vaguely recall 4.0 supporting both strings_map.tdb and objects_map.ddb? Is this true? Also do I need need to temp presets in LevelEdit?

Subject: Re: objects_map.ddb feature?

Posted by [StealthEye](#) on Thu, 20 Oct 2011 22:56:10 GMT

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Only strings_map.tdb, as far as I know. Don't temps do most of what a different objects.ddb would do anyway?

Subject: Re: objects_map.ddb feature?

Posted by [iRANian](#) on Thu, 20 Oct 2011 23:58:17 GMT

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Yes, they do, although I'm not sure about their differences.

Subject: Re: objects_map.ddb feature?

Posted by [Jerad2142](#) on Fri, 21 Oct 2011 06:05:46 GMT

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Objects provide the same power as temps, back when rp2 was a pkg the only issues we encountered was strings, inis, and dds files not loading on map load, but temps have always had the power to match objects when setup right.
