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Subject: level edit .ddb

Posted by [robbyke](#) on Tue, 15 May 2012 09:06:44 GMT

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i noticed that leveledit sometimes says an object uses a model but this model doesnt exist in the ddb (example is basegate.w3d).

would it be possible to get these missing models added in so all objects and tiles can be used?

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Subject: Re: level edit .ddb

Posted by [Reaver11](#) on Tue, 15 May 2012 15:07:57 GMT

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If leveledit can't find these models it means they aren't there at all.

All you can do is check the mission mix files or the released Westwood assets.

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Subject: Re: level edit .ddb

Posted by [robbyke](#) on Tue, 15 May 2012 15:46:51 GMT

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yea i know that why i wondered that maybe someone might add those in some of these might be usefull to server side modders

TT could then auto add them maybe

well it doesnt really matter it wont happen anyway

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