
Subject: 4.1 not loading my .Idd files?

Posted by [Xpert](#) on Thu, 13 Nov 2014 01:24:38 GMT

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So I recently updated all my projects to 4.1 and came across a problem with the server no reading my level modifications for my sniper server.

The .Idd files get read for the default maps like Volcano, Islands and the mission maps. But when I do a new map like Winter_Field or Uphill, none of my modifications get recognized like my edited spawns and path blockers.

I even redid all the maps in my repository and used the 4.1 PackageEditor to download them and I still had the same problem.

Is there something I'm missing?

Subject: Re: 4.1 not loading my .Idd files?

Posted by [Gen_Blacky](#) on Thu, 13 Nov 2014 01:53:36 GMT

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Well if your modified maps are using temps they are saved in the level .ddb file instead of the temps20 file and then being saved in the level .ddb file.

What happens when you try to open them?

The modifications just gone?

Leveledit should say your missing the presets if they are new presets and they are missing.

You should be using temp presets.

Le could just be removing them instead of trying to load them.

If they are not new/edited presets you shouldn't be having this problem.

Go back to the previous mod tools you where using resave them then try the 4.1 tools.

Edit:

Your going to want the .lvl files for the modifications and resave them.

Read your post thinking you where trying to use them in leveledit and not the server.

Subject: Re: 4.1 not loading my .Idd files?

Posted by [Gen_Blacky](#) on Thu, 13 Nov 2014 01:58:41 GMT

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<http://www.renegadeforums.com/index.php?t=msg&goto=486416>

Subject: Re: 4.1 not loading my .ldd files?
Posted by [Xpert](#) on Thu, 13 Nov 2014 05:50:48 GMT
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Gen_Blacky wrote on Wed, 12 November 2014 20:53
Edit:

Your going to want the .lvl files for the modifications and resave them.
Read your post thinking you where trying to use them in leveledit and not the server.

Ya this isn't level edit related lol. It's server related. They're .ldd files that aren't being recognized on any map other than the default and mission maps.

So what do you mean resave them? Do I just load up the lvl files and then just save it again? I don't get what that would do.

Subject: Re: 4.1 not loading my .ldd files?
Posted by [Gen_Blacky](#) on Thu, 13 Nov 2014 06:07:03 GMT
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"what do you mean resave them? Do I just load up the lvl files and then just save it again?"

yea

Subject: Re: 4.1 not loading my .ldd files?
Posted by [Xpert](#) on Thu, 13 Nov 2014 08:07:22 GMT
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I tried it with 2 maps. Didn't do anything. Result is still the same.

Subject: Re: 4.1 not loading my .ldd files?
Posted by [Xpert](#) on Fri, 14 Nov 2014 05:06:58 GMT
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Guess no one knows lol

Subject: Re: 4.1 not loading my .ldd files?
Posted by [EvilWhiteDragon](#) on Fri, 14 Nov 2014 07:24:54 GMT
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Since you're specifically asking whether it's broken in 4.1, have you tried in some other version of renegade as well?

Subject: Re: 4.1 not loading my .Idd files?
Posted by [Xpert](#) on Fri, 14 Nov 2014 07:33:09 GMT
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I was running a 4.0 server for awhile. Same setup. All I did was update to 4.1 server files. My .Idd files work fine for default maps and mission maps. When I do new maps, the modifications don't apply to the maps. Basically, any map that isn't present in the data folder of the server doesn't load the modifications.

Subject: Re: 4.1 not loading my .Idd files?
Posted by [EvilWhiteDragon](#) on Fri, 14 Nov 2014 11:52:51 GMT
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AFAIK 4.1 does require you to specify the files that need to load in the config, if it's more than just the map. Maybe you could look into that.

Subject: Re: 4.1 not loading my .Idd files?
Posted by [Xpert](#) on Fri, 14 Nov 2014 21:21:30 GMT
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I don't think you understand it at all, no offense.

The maps work for default and mission maps. When I do new maps, the .Idd files don't work and my map edits don't appear.

If the map is in the data folder of the server, the map edit works but you're not suppose to have the map in the data folder unless this has changed in 4.1.

Here's an example of the tt.cfg

Canyon:

```
{  
  mapName = "C&C_Canyon";  
  packages = ["TTP_Sounds"];  
  serverPresetsFile = "objects.gm";  
};
```

Carnage-Club:

```
{  
  mapName = "C&C_Carnage-Club_Xtreme";  
  packages = ["C&C_Carnage-Club_Xtreme", "TTP_Sounds"];  
  serverPresetsFile = "objects.gm";  
};
```

As I said before, nothing was changed other than the update to 4.1. I know for a fact the maps aren't broken. All I did was upgrade to 4.1 from 4.0.

Subject: Re: 4.1 not loading my .ldd files?
Posted by [Gen_Blacky](#) on Sun, 16 Nov 2014 06:44:31 GMT
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make an actual .mix map and try it.
