Subject: [TOOL] ddbtool
Posted by saberhawk on Wed, 01 Mar 2017 19:13:48 GMT
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Preset databases like objects.ddb are annoying. They are binary blobs that can only be viewed or edited with a buggy program that doesn't support versioning, merging, or even multiple people making changes at the same time.

ddbtool improves on the situation by providing a Javascript environment for creating preset databases. It also generates optimized source code from any existing preset database. This won't be the original source code, but it's designed for merging and great for identifying changes.

File Attachments
1) ddbtool.zip, downloaded 343 times

Subject: Re: [TOOL] ddbtool
Posted by dblaney1 on Wed, 01 Mar 2017 19:37:40 GMT
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Is this compatable with 4.x ddbs? I tried to use it with one and it decompiles fine but when trying to make the js back into a ddb it fails with this message.

Error: const limit (line 150839)
    objects.js:150839
    duk_js_compiler.c:1923

Subject: Re: [TOOL] ddbtool
Posted by saberhawk on Wed, 01 Mar 2017 19:55:16 GMT
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It should be, that sounds like it's hitting other limits in the scripting environment.

Subject: Re: [TOOL] ddbtool
Posted by dblaney1 on Wed, 01 Mar 2017 20:24:59 GMT
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I didn't change anything in the JS file. Just exported it and then reimported it to go back to a ddb. The original ddb is just a pretty much stock objects.ddb I exported with the 4.3 leveledit.

Subject: Re: [TOOL] ddbtool
Posted by saberhawk on Thu, 02 Mar 2017 01:13:11 GMT
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While 4.3 files are probably supported just fine, functions with a large number (like 15k) of local variables seem to hit internal scripting engine limits. This was primarily developed and tested with much smaller preset databases. I'm investigating some workarounds which likely just means splitting the generated file up into more functions.

Subject: Re: [TOOL] ddbtool
Posted by jonwil on Thu, 02 Mar 2017 01:58:27 GMT
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I can confirm that 4.x/stock files should work with ddbtool, I put the effort in myself to make sure they are compatible.