Subject: 0 Bug happening on the servers...
Posted by vloktboky on Fri, 03 Dec 2004 04:46:30 GMT
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Mac, when Dragonade was hosted on the Black-Cell servers, it used the exact same method for controlling the preset tree as the SSAOW mod uses. I developed that workaround to avoid the 0 bug; it works flawlessly. As long as the file is named objects.ddb and exists in your data folder only during the time interval that a new map is being loaded, you will not get the 0 bug. No problems have ever occurred during the eight month time span a modified preset tree was used on the Black-Cell servers.

As long as the file is able to rename itself to objects.ddb when a map begins to load and to bjects.ddb when the map is finished loading, the modified preset tree will be loaded and no 0 bug will show itself. I'm telling you this from past experience. If you want to investigate down this road further, I'd suggest looking into reasons why the file may not be renaming itself, such as an already existing bjects.ddb file in the Data folder from a leftover mod.

P.S. I'm glad to see you are keeping this mod alive. At least I know I didn't make it for nothing.