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Subject: Re: Editing Objects.ddb

Posted by [Oblivion165](#) on Fri, 30 Jun 2006 18:05:41 GMT

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Your Object.ddb is first extracted from Always.dat, then put in your mod folder. From there LevelEdit loads the file and makes presets out of the data.

So from there, edit the presets to do what you need. Then take the Objects.ddb from your mod folder (its in a subfolder name Presets) and place it in your Westwood/Data folder.

Not Rengaurd compatable, etc etc

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