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Subject: Re: More general Database handling  
Posted by [jonwil](#) on Tue, 31 Jul 2012 07:42:44 GMT  
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Adding numerical preset IDs to the ddb dump, that I will do for the next version. Resolving references is tricky due to how the dump code works.

Making a re-importer, that wont be happening anytime soon due to how complex such a thing would be.

And the reason tdbedit.exe reads objects.ddb is so that it can use the sound definitions in it to provide better editing for sounds attached to strings.

EDIT: Turns out our code already resolves numeric IDs to preset names e.g.  
KilledExplosion=Regular\_Explosion or Engine Start Sound=Supply\_Truck\_Start

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