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Subject: Re: Mod-related changes in scripts 4.1  
Posted by [Dethdeath](#) on Sat, 30 Nov 2013 06:34:01 GMT  
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Some questions about the changes to temps20.ddb:

1. Where is the data that usually gets stored in the temps20.ddb going to be saved now from LE's perspective?
  2. Is the temp data still stored in the map's .ddb file? For example C&C\_City.ddb?
  3. How does the compatibility to older scripts users stand to this change? Will 4.0 users and scripts users prior to 4.0 be able to play a map made with scripts 4.1?
  4. Considering that temps20.ddb is going to be removed, how would that affect existing mod folders, since all temps are stored in them?
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