
Subject: Re: Mod-related changes in scripts 4.1
Posted by [jonwil](#) on Sat, 30 Nov 2013 07:59:34 GMT
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What used to happen is that temp presets were stored in temps20.ddb which was then copied when you saved the level (i.e. temps20.ddb got copied to e.g. C&C_City.ddb by leveledit). What the code does now is to write the temps straight to the map ddb file. The game never read temps20.ddb, it only read the map ddb file.

So yes all maps (old and new) will be compatible with all versions of the game. Loading a pre-4.1 mod folder will work just fine in 4.1 leveledit. Only thing that wont work is loading a 4.1 mod folder/map in a pre-4.1 leveledit if that mod folder/map has temp presets.
