Subject: raped temps.ddb
Posted by Slave on Thu, 24 May 2007 10:49:58 GMT
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I'm compiling a few temped presets for a mod, but every now and than, the temps file gets fucked up.

Luckily I made some backups, so damage is limited.

But still, what could be possible causes for the file to get corrupted? I noticed temped twiddlers are very fragile. Any things i should avoid or be careful about?

ty

Subject: Re: raped temps.ddb
Posted by Jerad2142 on Thu, 24 May 2007 17:01:40 GMT
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Temps suck, it causes problems if you move one into a different preset. On occasion it will mis link the temp, you delete the temp and it deletes a completely different file. Save very often, I think if you make a temp preset under a certain condition it will mis link it to (like if you make to many to fast, or perhaps it is if you modify its presets before you hit okay at least once, not sure).

Subject: Re: raped temps.ddb
Posted by Slave on Thu, 24 May 2007 22:15:20 GMT
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those problems don't occur with normal shared presets?

Subject: Re: raped temps.ddb
Posted by Jerad2142 on Fri, 25 May 2007 13:49:04 GMT
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IF it is not temp presets, no it doesn't, Renhalo has at least 300 new presets (probably more) which I move around and reorganize on a regular basis.

Subject: Re: raped temps.ddb
Posted by Slave on Fri, 25 May 2007 16:48:20 GMT
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I'm a fucking idiot for trying to squize 2000+ presets in a temps file (mainly sounds).

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btw, ty for the stank

Subject: Re: raped temps.ddb
Posted by Jerad2142 on Fri, 25 May 2007 17:46:44 GMT
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Slave wrote on Fri, 25 May 2007 10:48I'm a fucking idiot for trying to squize 2000+ presets in a temps file (mainly sounds).

btw, ty for the stank
Its okay, if you had never messed with temps before you might not have know about all the problems that it can provide, but normal presets do work better, I have all my added presets and Renegades old presets and it still works fine.
And your welcome.