
Subject: Whats Wrong...?

Posted by [SSIDJTHED](#) on Sat, 26 Sep 2009 20:37:49 GMT

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For some reason, when i made a map, converted it, added waypaths and objects changes, and when i convert all that to a .mix, the objects.ddb didnt work in there, i double checked to make sure it was in there and it WAS. What is wrong?

Subject: Re: Whats Wrong...?

Posted by [cnc95fan](#) on Sat, 26 Sep 2009 21:05:29 GMT

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Huh?

Objects.ddb doesn't need to be included with maps unless you made changes to any of the in game features

Subject: Re: Whats Wrong...?

Posted by [SSIDJTHED](#) on Sat, 26 Sep 2009 21:13:55 GMT

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I did its a "racing" mod

Subject: Re: Whats Wrong...?

Posted by [SSIDJTHED](#) on Sat, 26 Sep 2009 21:14:41 GMT

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And i did modify the objects in LevelEdit and extracted my map to .mix, tested it, and it didnt work!

Subject: Re: Whats Wrong...?

Posted by [cnc95fan](#) on Sat, 26 Sep 2009 21:58:19 GMT

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Export it as a pkg

Subject: Re: Whats Wrong...?

Posted by [Veyrdite](#) on Sun, 27 Sep 2009 03:23:35 GMT

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Mix DOES NOT INCLUDE object.ddb. Pkg does however, and that is why pkgs are bloated.

When you 'temp' a preset it is held in another file that is included in both packages and mixes.
When a mix map starts it overlaps the objects with the temps.
