Subject: Removing Unused Items From The Preset Tree
Posted by Sanada78 on Sun, 11 May 2003 16:10:37 GMT
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I was wondering if you could delete all the items from the preset tree you didn't use. Does doing this save space or is it unnecessary?

Subject: Removing Unused Items From The Preset Tree
Posted by laeubi on Sun, 11 May 2003 16:24:25 GMT
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it saves I think about 3MB but if you compress your Mod it will only save about 500 k or something and its a hard work to find/delete unused Presets, because the are linked internal sometimes.

Subject: Removing Unused Items From The Preset Tree
Posted by SomeRhino on Sun, 11 May 2003 17:47:13 GMT
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It's unnecessary if you are exporting to a .mix file. It saves almost no space otherwise, since presets only use around 3 kilobytes a piece.

Subject: Removing Unused Items From The Preset Tree
Posted by laeubi on Sun, 11 May 2003 17:50:14 GMT
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yeah for a map it has no effect, but for e.g a mod.
All presets are using a space of 5.1 MB of space

Subject: Removing Unused Items From The Preset Tree
Posted by maytridy on Sun, 11 May 2003 18:09:53 GMT
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yeah, only remove them for a mod, it wont do much good on a single map.