Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Mon, 12 Jul 2004 03:04:35 GMT

ok, seems like my code for loading always2.dat ment that always.dbs wasnt being loaded properly (which means that leveledit cant find the preset database and such)

I am looking into a way to make it properly load always.dat, always2.dat AND always.dbs (and load them in the correct order) but its difficult (mainly because of the need to find enough space to insert the new code and then to come up with new code that does what it needs to do)

However, for now, you need to grab objects.ddb, conv10,.cdb and strings.tdb from somewhere (either another mod package created before you upgraded to the new leveledit or from always.dbs with XCC mixer)

because leveledit cant find objects.ddb, conv10.cdb or strings.tdb from always.dbs, it instead reads them from somewhere else (if there is a copy anywhere else) so even if they are there, you need to grab the correct copies.

mod packages created with the old leveledit dont have the problem with always.dbs. (but they do have the issue with armor.ini being read from always.dat instead of always2.dat)