Subject: Re: .Mix map preset problems
Posted by Oblivion165 on Wed, 22 Jun 2005 08:19:18 GMT
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A original preset will read off the Objects.dbs in your always.dat for the general stuff. If you change the "Official" mammoth tank for example, it wont take effect because its still reading the official ones. You will have to temp the mammoth and change the purchase settings to grant that temp and not the original.

And somethings just never work in a temp.