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Subject: Level edit

Posted by [WNxKenny](#) on Sun, 24 Feb 2008 19:33:15 GMT

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Ok, i am still trying to solve the mystery of the No Reload mod. When i go to export/save the mod/document it comes up like this:

I have the objects.ddb from another post aswell but i have no idea what to do with it, i have BRenBot on my server and use ssaow and also ssgm.ini. Are there any compatibility options with the objects.ddb? i would really appreciate the help

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File Attachments

1) [Picture1.jpg](#), downloaded 706 times

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# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Presets

## File I/O Error



Unable to create database file.  
Path:C:\Program Files\RenegadePublicTools\LevelEdit\NoReload2\presets\objects.ddb  
Error Code:3

OK

```
TimeManager::Update: warning, frame 254 was slow (6735 ms)
TimeManager::Update: warning, frame 256 was slow (2666 ms)
TimeManager::Update: warning, frame 257 was slow (166025 ms)
```

Ready

NoReload2

Camera (0.00,0.00,80.00)

+

Add