

---

Subject: Re: More general Database handling  
Posted by [Sonarpulse](#) on Tue, 10 Apr 2012 14:23:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well you can already use a always2.dat to make a dynamic patch (or your superior method to make a static patch). But I am just trying to patch objects.ddb. The basic reason I see patches as superior to overwrites is the "upstream" changes can be inherited with a patch.

In short, what your mix patcher and always2.ddb achieve on the archive level, I want to achieve on the (preset) file level.

Edit: But perhaps making a tool to combine to preset databases, as opposed to an engine modification to do that on the fly would be easier and safer. Is all the code for the TT preset and string database editors public? It would be an interesting feature to try to implement myself.

---