Subject: Re: More general Database handling
Posted by saberhawk on Fri, 18 May 2012 22:08:27 GMT

Sonarpulse wrote on Wed, 16 May 2012 01:15Not to bump my own topic, but I was just thinking, why don't you guys scrap the fancy binary object and string database formats, and just make the game read text files? hell the logic is already half there with the LE and tdbedit import and export functions.

Us modders would have the a benefit of a much easier-to-use format (especially because importing the text exports isn't always safe), and you guys would be spared from having to develop extra database editors.

That is never going to happen for many reasons. One of the big ones is the huge number of bugs that will be caused by replacing such a vital system, another is that *everything* would immediately be incompatible with 4.0.