Subject: Re: More general Database handling
Posted by Sonarpulse on Mon, 18 Jun 2012 18:53:35 GMT
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Aha! the new ddbedit can now dump to a text file! Will RC 1 (or beta 6) bring the ability to re-import those dumps? Thanks so much, this new text file format is far superior than LE's tab delimited export (and LE import never seems to work). Having ddbedit import will effectively mean my dreams for workable text-based object handling are realized, as it doesn't matter what w3d actually uses if you can always mod presets as text.

On another note, I noticed tdbedit now has a menu item to import a preset database. Does that mean the tools are going to be combined?

EDIT:Comments: To make this a truly robust format it would be nice of have comments. It's basically an INI but with XML style end tags, so I think semi-colon comments would be sufficient.
ID references: It would be super convenient if preset numerical IDs were also in the ddb dump, that way presets that point to other presets can be easily determined. If it's too much of a pain to make them editable, just make them a comment at the beginning of a preset.
ID dereferences: This would be the icing on the cake: every time a preset points to another preset, put the name of the referenced preset as a comment next to the referring field (and ID).