
Subject: object.ddb help
Posted by [cacfs](#) on Fri, 30 Jan 2004 20:35:02 GMT
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When i put a objects.ddb folder into renegade and play skirmish it kicks me out.why does it do this? How do i fix this?

Subject: object.ddb help
Posted by [Deactivated](#) on Fri, 30 Jan 2004 20:37:35 GMT
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First of all, I would recommend posting all your questions in one thread. It makes things simpler.

Subject: object.ddb help
Posted by [Cpo64](#) on Sat, 31 Jan 2004 07:03:02 GMT
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I have never heard of that problem, you must have done something wrong.

Subject: object.ddb help
Posted by [cacfs](#) on Sun, 01 Feb 2004 15:21:35 GMT
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in the renegade public tools level editor, can you change the presets and save it then rename it to objects.ddb and use those presets in renegade?

Subject: object.ddb help
Posted by [kawolsky](#) on Sun, 01 Feb 2004 15:22:38 GMT
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you dont rename anything...

Subject: object.ddb help
Posted by [gendres](#) on Sun, 01 Feb 2004 15:34:41 GMT
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theres what you did wrong, you dont rename anything, there's a "objects.ddb" in the Presets folder

Subject: object.ddb help
Posted by [Ferhago](#) on Sun, 01 Feb 2004 16:45:53 GMT
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You could just use it on single player.

Subject: object.ddb help
Posted by [cacfs](#) on Tue, 03 Feb 2004 21:33:51 GMT
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o ok thanks ill do that..... i dont cheat on multiplayer its pointless to

i see what i did wrong i was renameing the level info istead of getttin the object.ddb out of the presets folder

Subject: Re: object.ddb help
Posted by [blackhand456](#) on Wed, 04 Feb 2004 02:17:37 GMT
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cacfsWhen i put a objects.ddb folder into renegade and play skirmish it kicks me out.why does it do this? How do i fix this?

load it while in thew game and when u load it the next time it should work westwood detects this file as a cheat so it wont allow you to use it but if you insert it after the detection process u can play so put it in during a skirmish and then you will have it next game
