Subject: Exporting Presets
Posted by Sanada78 on Sun, 01 Aug 2004 17:40:56 GMT

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I'm been making a map for a while, but there's one thing that keeps holding it back. I was going to use alternate building interiors for the structures, but there's is a problem with the temps20.ddb file. I spent about an hour, temping in all the buildings, and then it corrupts :rolleyes: . I've now given up doing this as I know it'll just happen again.

I've now tried to use the Export preset function and then try to rebuild the library by importing them again. This function doesn't seem to work as the imported presets are not there or it complains about the file being invalid. Another :rolleyes: .

Is there any other way I can preserve the presets? I don't know what causes this corruption, but it really annoying as all the time I spent temping presets just goes to waste. I'm just so fed up with this.