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Subject: Re: Important notice for all renegade mapmakers  
Posted by [Gen\\_Blacky](#) on Wed, 12 Feb 2014 08:17:36 GMT  
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Jerad Gray wrote on Tue, 11 February 2014 12:51

There is a setting that allows you to set the start of the ID range, I haven't pinned down how far this range extends exactly however I have been able to pin down that when you delete objects off the map LE doesn't try to recycle the freed ID's by default. Instead, it continue to increment the ID from what it was last at

Yea I have noticed that. Every new object gets auto incremented from the id it was last at. That's why I think it's odd anyone would ever have much trouble.

Quote:if you switch computers or reinstall LE the ID range will reset to what it was originally at, if you forget to bump it up it will allow you to place duplicate ID's all over the place.

Really I have never noticed that and I have been using mod packages back from 2004 and reinstalled on several computers.

Quote:ECW is up to 600000 for the main map now, and I completely forgot to bump it back up when I moved to my new computer, I started placing the new terrain, did a check ID and had over 400 ID conflicts.

That sounds like a horror story. When you have huge amount of presets and objects on a map like ecw and forget about the ids I can see how you would run into trouble.  
I bet a simple tool could be made to fix that problem. At least I hope so for your sake.

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