ADDING SIMPLE OBJECTS INTO THE DATA BASE

CODE - r0658m

- Load up Anim Edit and load in the relevant file, usually found in –
  Z:nextgen/gameobjects/projects

- Export all projects associated with the file. Note the anim file names.

- Quit from Anim Edit and load up the database.

- Open up the OBJECT ANIMATION FILES Section.

- Enter the animation names at the bottom of the list. Quit the section, it will
  save automatically.

- Open the OBJECT CLASSES AND ATTRIBUTES section.

- Name each new class and give it brief description.

- Add the anim file for the class if it is relevant, if not then null it out.

- Set the door switch class to null if the object isn't a door or switch.

- Set the object flags by right clicking on the class name. Flags are only
  necessary one certain objects.

- Quit this section, it will save automatically.

- Export the Datebase sections in this order –
  - Right click on OBJECT ANIMATION FILES
    Export to – Z:nextgen/GDBexport
    Save as type – text files
    Save – finish

    Right click on OBJECT ANIM NAMES
    Export to – Z:nextgen/GDBexport
    Save as type – text files
    Save – finish

    Right click on OBJECT CLASS AND FLAGS JOIN
    Export to – Z:nextgen/GDBexport
    Save as type – text files
    Save – finish

    Right click on OBJECT CLASSES AND ATTRIBUTES
    Export to – Z:nextgen/GDBexport
    Save as type – text files
    Save – finish

- Database is now exported.