## Subject: Walls/City_Flying
Posted by HRWormy on Thu, 09 Mar 2006 02:30:14 GMT
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I have an issue, I am trying to mod city_flying and walls_Flying, i have tried to use Xcc Mix editor to make my city.mix file, but the problem is i don't think i am doing it right. What do i have to do to make the mods work on city_flying with the added wd3 files, like the ramps up the hand and buildings, what i have done so far is make a walls.ldd file and enabled flying vehicles in the level editor, then when i save level i then go in and rename as city_flying.ldd, i then try to import that into the xcc mix editor and make my .mix of city_flying, but when i run it, it crashes anyone trying to join , i have tried just renameing the city.ldd to city_flying.ldd and putting it in my FDS/Data folder, but again , the mods do work, but the extra ramps and the other .w3d files are not in there, the doors do not open but you can go through them
can anyone help me with this problem?

later