
Subject: Re: Making Maps Part 2
Posted by [reborn](#) on Sun, 27 May 2007 18:37:22 GMT
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Download these files:

<http://www.game-maps.net/index.php?action=file&id=522>

<http://www.game-maps.net/index.php?action=file&id=334>

They are the original .lvl files for the westwood rotation maps and xcc mixer. I know you have level edit already, so i will leave that out.

You can open the the .lvl files using level edit, it will ask you if you want to use an existing mod package or you can create a new one. Just create a new one and call it the name of the map.

Once it has loaded (depending on pc this may take a second or two). You can now place things on the map. But note, not everything is server side.

To give you an example of something you can do quite easiliy follow this:

Open a map with level edit
Make sure you have position at cursor selected
Go to MP_turret_improved
Select "Make"
Move it somewhere

The go to file, then save level as, and save it to your desktop.
This will create a few files there, but the important ones for the time being are the ones called .lsd and .idd.

Now, copy and paste the original .mix map from your servers data folder to your desktop.

Now open xcc mixer (this may take some time to load the first time you use it).

Using xcc mixer go file, then open, and browse to your desktop, then open the map you just copied there, the .mix file that is.

The delete the .lsd and .idd files from it

Now, drag the .lsd and .idd files you create that are on your desktop into xcc where you just deleted the old ones, they will now appear there in the directory.

Now a good idea at this point is to rename the original .mix map in your server folder to .bak or something, just so if you need it again you can restore it.

Now place the .mix map on your desktop into your servers data folder and start the server, choosing that as the first map to play.

You should now see the turret you spawned working in-game.

This is a pretty simple way to do it, and there is more you can do, but until you get used to the basics it isnt worth overloading you i think. =]
