
Subject: Re: FDS MODDING

Posted by [bat66wat6](#) on Sun, 18 Nov 2007 03:55:35 GMT

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Oh and another thing...

It's meant to be easy. Like beginners stuff. But i just can't get it to work!

Here it is, can someone answer this question please

Q:How do i edit a map (Even a M00 map) and make it work on my FDS?

Q2:And if your'e modded map has certain new presets on it, will cancell out or overite the objects.gm in the FDS/Data or conflict with it?

Like where do i export it to, what do i save it as, how and where?

Last time i tried my FDS crashed at 95% map load

I have been striving to find out ever since i seen the first M00 map on a server a long time ago....
