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Subject: Edit Levels Problem

Posted by [mrÃ£Ã§Ã·z](#) on Thu, 16 Aug 2007 21:31:23 GMT

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Hey guys i have a big problemm i open up Level Edit:

Terrain ---> Levels Single Player ---> level M08 ---> Terrain. Than on terrain i pushed "Make". Then it loads the terrain and then i edited the map with barrels,container, start spawners and more. But if i play the map theres only my edited things like the barrels container spawn points... BUT NO Terrain i fall of map... can any1 help me please????? !!! PLEASE HELP ME !!!

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Subject: Re: Edit Levels Problem

Posted by [Genesis2001](#) on Thu, 16 Aug 2007 22:43:05 GMT

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SP Levels

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-MathK1LL

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Subject: Re: Edit Levels Problem

Posted by [mrÃ£Ã§Ã·z](#) on Thu, 16 Aug 2007 22:52:14 GMT

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but if i edit them i fall of map 2

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Fri, 17 Aug 2007 00:38:09 GMT

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Did you save the .lhd file to the necessary folder? Is this for an FDS or client? Did you save over the .mix file?

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Subject: Re: Edit Levels Problem

Posted by [SWNight](#) on Fri, 17 Aug 2007 09:22:53 GMT

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If its a FDS, put the .lhd in your FDS/Data folder, if its for you just hosting a map, put it in your Renegade/Data folder.

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Subject: Re: Edit Levels Problem

Posted by [mr&#233;š&#229;z](#) on Fri, 17 Aug 2007 15:14:09 GMT

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Nothing is working im using jonwils map editor, is that the reason?

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Fri, 17 Aug 2007 17:38:34 GMT

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No. Answer my questions above and I might be able to help.

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Subject: Re: Edit Levels Problem

Posted by [mr&#233;š&#229;z](#) on Sat, 18 Aug 2007 01:02:26 GMT

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WTF? first on all maps wich i edited i failed from map... and now does my server fucks up if i start a edited map! WTH is going on?

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Sat, 18 Aug 2007 04:08:53 GMT

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Tell me EXACTLY what you did to put the map on your server. Was it an FDS?

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Subject: Re: Edit Levels Problem

Posted by [mr&#233;š&#229;z](#) on Sun, 19 Aug 2007 00:24:24 GMT

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yes im running a FDS

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Sun, 19 Aug 2007 04:16:02 GMT

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Did you copy the single player mix file into the server's data folder? Did you put the LDD and if u had it the (mapname).ddb in there also? Did you add the .lsd?

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Subject: Re: Edit Levels Problem

Posted by [mrÃ£Ã§Ã·z](#)

on Mon, 20 Aug 2007 02:18:18 GMT

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i added in to my FDS data:

-LDD

.Mix

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Mon, 20 Aug 2007 04:22:00 GMT

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Hm... you might have added an object that you can't put on serverside, but I don't think that would make you fall through the ground. Are you sure you didn't make a spawn point off the map on accident?

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Subject: Re: Edit Levels Problem

Posted by [IronWarrior](#) on Mon, 20 Aug 2007 05:06:24 GMT

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Sn1per74\* wrote on Sat, 18 August 2007 23:16 Did you copy the single player mix file into the server's data folder? Did you put the LDD and if u had it the (mapname).ddb in there also? Did you add the .lsd?

If he change's the .lsd file that will cause the map to crash.

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Subject: Re: Edit Levels Problem

Posted by [SWNight](#) on Mon, 20 Aug 2007 09:03:44 GMT

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IronWarrior wrote on Mon, 20 August 2007 00:06

If he change's the .lsd file that will cause the map to crash.

(On MSN)

Quote:Kamuix ;o): And add the .lsd file to your server data folder.

SWNight: Won't that crash the server?

Kamuix ;o): It will on some maps, like M02.

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Mon, 20 Aug 2007 14:35:55 GMT

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I usually add it if I'm lazy, and if it won't work I'll delete it.

But, I just remembered this, Reborn told me once to take out the .lhd and just use the .lsd and mine worked once. Try that.

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**Subject: Re: Edit Levels Problem**

Posted by [Gen\\_Blacky](#) on Mon, 20 Aug 2007 17:25:10 GMT

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U need orgional .mix and then put in the modified .lhd file

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**Subject: Re: Edit Levels Problem**

Posted by [IronWarrior](#) on Mon, 20 Aug 2007 21:15:00 GMT

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Gen\_Blacky wrote on Mon, 20 August 2007 12:25U need orgional .mix and then put in the modified .lhd file

Indeed.

The only file that ever needs changing is the .lhd file.

You change any of the other's you get a good chance of it crashing.

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**Subject: Re: Edit Levels Problem**

Posted by [A1steaksa](#) on Tue, 21 Aug 2007 13:38:28 GMT

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Hay Ppl can i get some help? i cant make scripts! (ya lol)  
when i go to the scrips thing on moding somthing the drag down bar is empty??? i need help

weeeeeee (im nuts) want a cursor that i made? im using it right now! (put it into  
C:\WINDOWS\cursors ok?)

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**File Attachments**

1) [Hunter.cur](#), downloaded 152 times

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**Subject: Re: Edit Levels Problem**

Posted by [Sn1per74\\*](#) on Tue, 21 Aug 2007 13:43:26 GMT

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IronWarrior wrote on Mon, 20 August 2007 00:06Sn1per74\* wrote on Sat, 18 August 2007 23:16Did you copy the single player mix file into the server's data folder? Did you put the LDD and if u had it the (mapname).ddb in there also? Did you add the .lsd?

If he change's the .lsd file that will cause the map to crash.

It usually does, and that's why I asked.

PS: For all you dumb people out there, do not download what's above me.

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Subject: Re: Edit Levels Problem

Posted by [A1steaksa](#) on Wed, 22 Aug 2007 00:02:50 GMT

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really i swear im just trying to be nice I'm 11 and im happy that i can make my own cursors!! if you want a pic of my cursors here it is.

File Attachments

1) [hunter.bmp](#), downloaded 144 times

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Subject: Re: Edit Levels Problem

Posted by [Sn1per74\\*](#) on Wed, 22 Aug 2007 04:09:28 GMT

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A1steaksa wrote on Tue, 21 August 2007 19:02really i swear im just trying to be nice I'm 11 and im happy that i can make my own cursors!! if you want a pic of my cursors here it is.

Leave. Your spamming topics that aren't about that. Make a new topic in the general discussion thread or something.

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