Subject: .lsd and .ldd .dbb... What should I use?
Posted by PGPG on Tue, 16 Feb 2010 14:33:09 GMT

Hi,
I am currently setting up a new game mode (TeamStrike). I am running an FDS and took
C&C_Mesa, took some gun emplacements and weapon / vehicle spawners and put them in,
made some walls and containers (Tiles -> DSAPO), saved the map (C&C_Mesa.lvl) and put
C&C_Mesa.ldd & C&C_Mesa.ddb (without ddb it doesn't work) into Server\Data folder. The FDS
loads fine and I can join the game.

Everything works BUT(!!!) my WALLS and CONTAINERS (which are under "Tiles" in Level Edit)
are not here and I need them as borders of the game.

I thought maybe the "Tiles" are in the .lsd file but if I put the .lsd file in my Server\Data directory I
can't join the game because every time I will join, it closes Renegade.

Any ideas why?

Subject: Re: .lsd and .ldd .dbb... What should I use?
Posted by crysis992 on Tue, 16 Feb 2010 18:14:58 GMT

"Tile" doesnt work serverside,
You must use in LevelEdit the "Object" (under "Tile)
then try it again, it should work.

Subject: Re: .lsd and .ldd .dbb... What should I use?
Posted by Gen_Blacky on Tue, 16 Feb 2010 19:14:51 GMT

use .ldd file with your server. lsd files and ddb files can crash the server or the client. Some tiles
work server side and some don't. Also if your testing in a lan game it may be different then when
you host on the server always test it on a server.

Subject: Re: .lsd and .ldd .dbb... What should I use?
Posted by Sladewill on Tue, 16 Feb 2010 22:04:48 GMT

if you would like to make a .mix which would be simplier, expore from level edit as a pkg then
change the format to .mix and you then have a .mix map

Subject: Re: .lsd and .ldd .dbb... What should I use?
Posted by PGPG on Wed, 17 Feb 2010 08:47:01 GMT
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i have johnwils level edit. The thing with the .mix: When I want to join my server, then renegade closes but the server stays opened

And about only using things in the "objects" list ehhm where should I get the containers and the walls then from? Adding new objects could crash the server too.

EDIT: Ok i have found the container but the wall not.

Subject: Re: .lsd and .ldd .dbb... What should I use?
Posted by Gen_Blacky on Wed, 17 Feb 2010 18:11:07 GMT
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only use .ldd files with your server

Subject: Re: .lsd and .ldd .dbb... What should I use?
Posted by zunnie on Thu, 18 Feb 2010 12:40:37 GMT
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Gen_Blacky wrote on Wed, 17 February 2010 13:11only use .ldd files with your server

If you temped any spawners you would have to include the .ddb too.