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Subject: Looking for leveledit sources for exotic maps

Posted by [Kamuix](#) on Fri, 01 Nov 2013 04:26:09 GMT

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I made somewhat of an effort with google and gave up

I'm looking for source files for maps like C&C\_Snow and... the common new maps so that I can do some serverside editing with them

Anyone know where I can get some of these?

Thanks alot!

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [zunnie](#) on Fri, 01 Nov 2013 07:41:36 GMT

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<http://multiplayerforums.com/index.php?/files/file/72-levelredit/>

You can try LevelRedit i guess

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [Gen\\_Blacky](#) on Fri, 01 Nov 2013 18:16:12 GMT

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snow with b2b blocker.

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### File Attachments

1) [C&C\\_Snow\\_LE.zip](#), downloaded 197 times

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [Kamuix](#) on Sat, 02 Nov 2013 20:37:25 GMT

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Wow thank you very much zunnie => made by you, at my service havent tried it yet so far just read through the description though but thanks !

and thanks for the snow level i'll probably do that one first =)

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [Ethenal](#) on Sat, 02 Nov 2013 20:48:22 GMT

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Yrr/TimeFX made LevelREdit by the way.

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [Kamuix](#) on Sat, 02 Nov 2013 20:56:01 GMT

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Oh ok my stupidity made the wrong connection because you were the submitter that you made it, but I see you no different zunnie =) I remember you from way back.. but i don't think we ever talked

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [Xpert](#) on Sun, 03 Nov 2013 02:19:19 GMT

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Kamuix getting back into I see

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Subject: Re: Looking for leveledit sources for exotic maps

Posted by [Kamuix](#) on Sun, 03 Nov 2013 09:37:44 GMT

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Xpert wrote on Sat, 02 November 2013 22:19Kamuix getting back into I see

haha yup just getting back to what I used to do just for fun, same old shananigans as before but going to try and go further maybe

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