I went into the Leveledit and looked at the LVL4 terrain to see what W3d it points to. Then I pulled it from the M4.mix file and added to the Modfolder.
then I redid the thing as C&C_Stowaway_FDS.mix

so We just need to test it on a FDS to see if it works.

Beanyhead has a copy of C&C_Stowaway_FDS.mix and if any1 else wants it
catch me on AIM: Garth8422
and I will Upload it to U.

and oh yeah, KANE LIVES!