

---

Subject: mission maps

Posted by [bisen11](#) on Thu, 14 Apr 2005 20:11:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

xptekl seriously hope you're not adding these via leveledit.

You can do that, you just can't temp or add or mod any presets. That's the way im thinking of. Well... you probably could, but you would probably have to use and objects.ddb along with it.

---