
Subject: Re: i need help on server side mods...

Posted by [futura83](#) on Mon, 17 Jul 2006 09:15:45 GMT

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so, if i created a death match for walls flying(like i have done) and copyed the *.ldd across then host the game with the map of the *.ldd it should work.

by that, i mean my svrcfg_cnc.ini map section should look similar to this:

```
MapName=C&C_Walls_Flying.ldd
```

```
;  
; The map cycle. This is the order that maps will be played. There must be at  
; least one map in the list.  
;  
MapName00=C&C_Walls_Flying.ldd
```