Subject: Re: Modifying original single player levels?
Posted by Zion on Wed, 18 Oct 2006 17:44:48 GMT

Why not?

Just because you edit something for your own needs/uses doesn't mean that what becomes of it can't be where it originated from.
Like if you edit a single player map to make it longer, or change buildings to another type/make them better doesn't mean that it can't be a mission map.

I didn't see that he declared he wanted it serverside, so please, don't give him false information.

Just get the .lvl file of the map you want from here.

PS. I meant darksnipa in my first post since i took ID from the avatar, which is identicle for both users.