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Subject: Re: how do i port files

Posted by [Jerad2142](#) on Thu, 24 May 2007 17:05:20 GMT

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I think he means like re-import files back into level edit, like take cnc\_skirmish and reconvert it into a editable file with the lsd and ldd files. It actually can't be done, but just as well, if you want to remake a map with just a few different things, it is better to force a person to remake it entirely, because you will start to get better at it if you do it a lot.

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