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Subject: Re: Mixing an Flying Map?

Posted by [IronWarrior](#) on Mon, 04 Jun 2007 08:11:01 GMT

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Reborn wrote on Mon, 04 June 2007 03:04I should be home from work around 4 pm, send me the .lvl file then and I will have a look and see what is wrong.

If you have just started and not done much else I might aswell create the .lvl files for the two flying maps and you can add them on game-maps? God knows how many times those maps have had to be editted to change them to flying, but no fucker releases the source for them. Yeah, infact I will do that tonight regardless.

Ah thank you, only if you want to do it, I know you pretty busy yourself

Wouldnt you used the none flying maps .lvl files then add the flying parts to the .lvl then change it to an flying .lvl file?

If, so, I could easy do that, as all the spawns, way points, already in place?

Will be added to Game-Maps.NET

The version of Walls.lvl is all done, I just copied the none flying version, then added the ramps, moved a few objects around to ajust for the ramps, mixed it, got in game, seems to work, expect for the doors and the walk though ramps. xD

So am guessing I must be on the right track, just missing something I guess.

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