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Subject: Re: lvl edit files

Posted by [zunnie](#) on Thu, 14 Jun 2007 05:29:40 GMT

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under terrain for city or walls select 'ramps' and click make  
goto edit->level settings and select 'allow flying vehicles'  
save the map as city\_flying or walls\_flying

make copy of city/walls\_flying.mix and replace the ldd file in there.  
copy new mix file to server\data  
play

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