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Subject: Re: Lsd Map Files

Posted by [Yrr](#) on Fri, 03 Aug 2007 22:20:10 GMT

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I think that the .lsd (level static data [background settings, decorations, trees, etc.]) is used by both, client and server, while the .idd (level dynamic data [spawners, terminals, vehicles, etc.]) is used by the server only, and the server tells the client which dynamic objects to create via network.

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