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Subject: Re: Level edit problem

Posted by [IronWarrior](#) on Mon, 27 Aug 2007 12:42:39 GMT

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Hmm, you shouldn't have any problem's with that object.

Open the mapname.lvl add the object's to where you want it, save it.

Now, open the xcc mixer, open the mapname.mix and now open the levels folder with the mapname.lvl and the other files, now move the mapname.ldd file into the mapname.mix

Then extract the mapname.mix to the server/data folder, start the game, start the server, join it.

Also, make sure you the objects.aow file you used in LE, is also being used in the server/data folder.

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