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Subject: Re: Convert lsd to mix

Posted by [Altzan](#) on Mon, 24 Nov 2008 03:32:22 GMT

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zunnie wrote on Sun, 23 November 2008 14:10 There are w3d files in PKG mods mostlikely.

Extract the W3D files to the /levels/ folder of your leveledit

Then "temp" a terrain preset and select the w3d you extracted.

"Make" it and then the terrain should showup, you can then set it up like you want and save the map under a different name.

People will have to download it to play though but thats obvious.

Yeah, there were w3d's in there but not as many as there should be, same for lsd files. I decided the effort of trying to unravel it all is to difficult to mess with. Thanks for the help zunnie, regardless.

Hope you can figure out your prolem, DarkKnight.

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