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Subject: Re: Error When playing a custom remake of a mission map

Posted by [Jerad2142](#) on Wed, 11 Mar 2009 05:50:33 GMT

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nuker7738 wrote on Sun, 08 March 2009 17:55I already said I tried it, I deleted everything but the mix and nothing changed. I delete the .thu file everytime I make a new mix.

Also, it is not about the fact that I make a mix, because I applied the SAME EXACT mod (temps and such) to the .lvl files of the official maps, but when I tried simply loading the terrain and making my additions it works in singleplayer and LAN play, but not when the server runs it... Make sure level editor is exporting to the correct folder... and that another mod hasn't got mixed in with it, I've managed to do both in the past, and under the right circumstances you would end up thinking that the changes you were making weren't working...

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