
Subject: Re: Edit the mission levels in LE

Posted by [YazooGang](#) on Sat, 11 Jul 2009 15:55:59 GMT

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You need to save the map. "File-Save as" and then name is exactly like its original name. Then goto the modpackage folder or that map and goto the Levels folder. find a .ldd file and .dds(if there is one) and paste it at FDS/Server/Data. There you go!
And, only objects from the Objects tree will show up. None of the tiles or terrain stuff will be there.

Edit: You can only create new Spawn presets. If you like make a new vehicle preset, the server wont crash but the client will.
