Subject: Re: Edit the mission levels in LE
Posted by YazooGang on Sun, 12 Jul 2009 15:01:26 GMT

Ok, lol. You goto the ssgm.ini and find (CTRL+F) "ObjectsFile" You should find 2 of them. Ok, you need to edit the one that does NOT have a ; before it. Ok, it should look like this "ObjectsFile=gm". Save that and then copy the objects.dds from your preset folder in level edit and put it in the server/data folder. rename it from objects.dds to objects.gm

IF: If you just see "Objects", then click Tools-Folder Options. A window should pop up. Goto the View tab. Find and check the "Hide extinctions for known file types" and click OK.