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Subject: .lsd and .idd .ddb... What should I use?

Posted by [PGPG](#) on Tue, 16 Feb 2010 14:33:09 GMT

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Hi,

I am currently setting up a new game mode (TeamStrike). I am running an FDS and took C&C\_Mesa, took some gun emplacements and weapon / vehicle spawners and put them in, made some walls and containers (Tiles -> DSAPO), saved the map (C&C\_Mesa.lvl) and put C&C\_Mesa.idd & C&C\_Mesa.ddb (without ddb it doesn't work) into Server\Data folder. The FDS loads fine and I can join the game.

Everything works BUT(!!!) my WALLS and CONTAINERS (which are under "Tiles" in Level Edit) are not here and I need them as borders of the game.

I thought maybe the "Tiles" are in the .lsd file but if I put the .lsd file in my Server\Data directory I can't join the game because every time I will join, it closes Renegade.

Any ideas why?

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