
Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 12:57:52 GMT

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jonwil wrote on Thu, 15 March 2012 22:48 If you want the .lvl files we use for 4.0, you need <ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>
For the levels we modified, talk to Iranian who produced the map fixes we made.

As for using the fixes on the server, you should be able to just stick the new .mix files on the server without any problems as long as you are using the anticheat.ini included with the 4.0 FDS pack.

So I can avoid using Iran's map fixes, and simply work with the stock level files? Awesome.

So after i'm done doing whatever it is I did with LevelEdit, I'll have a .ldd and .lsd file, what do I do with them? Do I put them in a .mix file (if so how?) - if not, i'm assuming just stuck them in the data file. (Apparently the .lsd file isn't necessary at this point) - But, what do I have to put in the anticheat file?

Will it make people download my mod in their data folder? Still majorly confused with how to go about the anticheat :/
