
Subject: 4.1 not loading my .Idd files?

Posted by [Xpert](#) on Thu, 13 Nov 2014 01:24:38 GMT

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So I recently updated all my projects to 4.1 and came across a problem with the server no reading my level modifications for my sniper server.

The .Idd files get read for the default maps like Volcano, Islands and the mission maps. But when I do a new map like Winter_Field or Uphill, none of my modifications get recognized like my edited spawns and path blockers.

I even redid all the maps in my repository and used the 4.1 PackageEditor to download them and I still had the same problem.

Is there something I'm missing?
