
Subject: Re: 4.1 not loading my .ldd files?

Posted by [Xpert](#) on Fri, 14 Nov 2014 21:21:30 GMT

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I don't think you understand it at all, no offense.

The maps work for default and mission maps. When I do new maps, the .ldd files don't work and my map edits don't appear.

If the map is in the data folder of the server, the map edit works but you're not suppose to have the map in the data folder unless this has changed in 4.1.

Here's an example of the tt.cfg

Canyon:

```
{
  mapName = "C&C_Canyon";
  packages = ["TTP_Sounds"];
  serverPresetsFile = "objects.gm";
};
```

Carnage-Club:

```
{
  mapName = "C&C_Carnage-Club_Xtreme";
  packages = ["C&C_Carnage-Club_Xtreme", "TTP_Sounds"];
  serverPresetsFile = "objects.gm";
};
```

As I said before, nothing was changed other than the update to 4.1. I know for a fact the maps aren't broken. All I did was upgrade to 4.1 from 4.0.
