

---

Subject: BULL \*\*\*\*

Posted by [Anonymous](#) on Tue, 23 Apr 2002 17:37:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I had my alt-fire done and perfect. I used xcc to extract city\_flying.lsd from the .mix and then I change dit to .lvl I hoped it with leveledit and then saved it and then exported my mod. Then I looked at the script and released opening city flying totally rewrote my scripts, everything wen't to normal. WTF IS THIS CRAP? Why did WW have to make the simpliest things so complicated and buggy?

---

---

Subject: BULL \*\*\*\*

Posted by [Anonymous](#) on Tue, 23 Apr 2002 18:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Mmmm\_cheese, you can't just ren-name an LSD file to an LVL file. Sure it \*kind-of\* works but you're going to have problems.

---