
Subject: to greg hjelstrom
Posted by [Anonymous](#) on Mon, 13 May 2002 23:51:00 GMT
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Thanks for all the info & stuff. There is just one thing I still need though. a .lvl file for a SP mission (I don't need gmax or anything else, only a .lvl file) Are you going to be making this available? If so, which one(s) and is there anything that has to be done before you can release them?

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Tue, 14 May 2002 06:14:00 GMT
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Well, the obvious question is yes, they would have to be converted to gmax. That's a lot of meshes and textures.

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Tue, 14 May 2002 06:23:00 GMT
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not necessarily. Greg released .lvl files for all multiplayer maps and he didn't release gmax files for them.

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Tue, 14 May 2002 06:26:00 GMT
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yeah and he's on a first name basis with him so there

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Tue, 14 May 2002 13:29:00 GMT
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My bad, I misread. I thought you were asking for the lvl in Gmax format. Sorry guy...

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Tue, 14 May 2002 18:26:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 04:18:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 05:19:00 GMT
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why dont you extract those level files? yust an idea

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 06:40:00 GMT
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I would extract them except:1.they are only in lsd/ldd format2.you cant load lsd/ldd format into commando properly (greg said so and he should know, he helped write the code)3.the only person who can help me get these levels as .lvl files that I can load up in commando is if greg is to release one or more of them.

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 08:32:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 17:53:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 20:18:00 GMT
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Yup, we'll release some of them.greg

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 20:26:00 GMT
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well the question I have is which ones and more importantly when. This is the last thing I need before I can start my SP mission project.

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Wed, 15 May 2002 23:49:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Thu, 16 May 2002 06:39:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Thu, 16 May 2002 17:31:00 GMT
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Subject: to greg hjelstrom
Posted by [Anonymous](#) on Thu, 16 May 2002 18:59:00 GMT
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We'll be releasing nearly all of the single player LVLs and the single player building exteriors soon. The gmax files for the exteriors have a proxy node for the interiors.greg

Subject: to greg hjelstrom
Posted by [Anonymous](#) on Thu, 16 May 2002 19:30:00 GMT
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Of course, with westwood, soon probably means about 3 weeks away

Subject: to greg hjelstrom

Posted by [Anonymous](#) on Fri, 17 May 2002 11:48:00 GMT

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Jonathan, I asked the guys from Discreet and they said that import scripts are cool so go for it!
Also, I hear that the single player buildings are posted on the ftp site now.greg
