
Subject: Something strange about Serverside
Posted by [Kamuix](#) on Sun, 30 Oct 2005 04:15:30 GMT
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Something i just noticed odd about serverside map making is, If you change somethings model by changing presets and save the map(Just map, not presets)

and play it, Ingame that model will be changed for all to see, Although i never saved the presets after i change them, Odd.

Does anyone why this is?

Subject: Re: Something strange about Serverside
Posted by [Oblivion165](#) on Sun, 30 Oct 2005 04:18:59 GMT
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Well those Lsd's contain alot of data. For instance if you loose your .lvl, you can name your .lsd a .lvl, and it will import alot of settings. Wont give you a true .lvl but it will be closer to recovery than before.

Subject: Re: Something strange about Serverside
Posted by [Kamuix](#) on Sun, 30 Oct 2005 04:33:24 GMT
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Oh, Its just weird because it thought the model setting was part of the presets, but i guess its part of the Lsd.
