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Subject: ServerSide City/Walls Flying Question  
Posted by [piotrkol1](#) on Thu, 22 Jun 2006 16:52:54 GMT  
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So you know how you can make ServerSide stuff for your server by editing SP/MP westwood level files...Well how would you do it for City or Walls Flying because they only have regular city&walls level. I want to put sams in as air defense for each base s thats why I am curious. Thanks a lot!

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Zion](#) on Thu, 22 Jun 2006 19:05:32 GMT  
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The presets have an "f" at the end of it (eg. walls\_\*\*\*\*f).

Merovingian

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [sycar](#) on Thu, 22 Jun 2006 19:59:26 GMT  
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im interested in this point as well, i know where those presets are but what do i do with them to get the level in an editable form, where i can just copy a .ldd file into my fds directory. Like do i open the .lvl for city and then click "make" on the preset ending in F or what?

really dont understand that bit.

Thanks buffymaniack

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [piotrkol1](#) on Thu, 22 Jun 2006 20:47:47 GMT  
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Merovingian wrote on Thu, 22 June 2006 14:05The presets have an "f" at the end of it (eg. walls\_\*\*\*\*f).

Merovingian

Yeah well I dont wanna have to make all the building controllers, spawners, pts, ect. cause that only makes the terrain. Is there an easier way?

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Zion](#) on Thu, 22 Jun 2006 21:07:42 GMT

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Unfortunately, no. The \*.lvl file contains the saved progress of the map and is not included in the .mix of the respective map. If you want it to work correctly you will have to add everything manually since there is no way to "get" the .lvl files of the respective map.

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Whitedragon](#) on Thu, 22 Jun 2006 21:10:27 GMT  
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You'll have to take the non-flying version and add everything to it to make it flying.

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Zion](#) on Thu, 22 Jun 2006 21:19:15 GMT  
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Not all that sensible since non-flying maps dont have ramps attached to the building's so you may exit the flying vehical and gain access to ground level without damage.

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [piotrkol1](#) on Sat, 24 Jun 2006 16:10:24 GMT  
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Hey I got it to work! What I did was opened up Walls level file and made the terrain stuff under "terrain - MPllevels - Walls\*\*\*\*F", and I made that terrain stuff "Flying includes" "flying clossions" over the regular walls level file and then I just added gun emplacements, ect. and it worked! Just one problem: I made samsites for both teams and they work fine, its just that I made the M01 samsite to be for gdi and i switched it to gdi in the objects.ddb file but the changes don't show up! Why not? Thanks a lot!

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Zion](#) on Sat, 24 Jun 2006 18:53:33 GMT  
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Add the objects.ddb file to the server, if you have SSAOW installed change the name to objects.aow.

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [piotrkol1](#) on Sun, 25 Jun 2006 03:40:54 GMT  
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Merovingian wrote on Sat, 24 June 2006 13:53 Add the objects.ddb file to the server, if you have SSAOW installed change the name to objects.aow.  
Yeah I did that already.....

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Kamuix](#) on Sun, 25 Jun 2006 04:47:53 GMT  
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If you placed a simple object rather than a spawner, than you wouldn't even need to export the DDB file. Just change the team of the object, than save!>!  
If that doesn't work, than LE must have something againeds you....sorry if this is the case

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Kamuix](#) on Sun, 25 Jun 2006 04:48:56 GMT  
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Actually if you had changed the settings than exported the DDB without saving the LSD, that might be the problem.

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [piotrkol1](#) on Sun, 25 Jun 2006 17:12:26 GMT  
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Kamuix wrote on Sat, 24 June 2006 23:47 If you placed a simple object rather than a spawner, than you wouldn't even need to export the DDB file. Just change the team of the object, than save!>!  
If that doesn't work, than LE must have something againeds you....sorry if this is the case  
So do I klikc on the object in the map or edit the preset tree?

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [Kamuix](#) on Sun, 25 Jun 2006 17:15:11 GMT  
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Edit the presets tree. But make sure you save the presets to make sure those changes are there for when you return to the map,in LE.

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Subject: Re: ServerSide City/Walls Flying Question  
Posted by [piotrkol1](#) on Sun, 25 Jun 2006 20:11:30 GMT  
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If I just go to File - Save does that count as saving the presets?

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Subject: Re: ServerSide City/Walls Flying Question

Posted by [Zion](#) on Sun, 25 Jun 2006 20:41:32 GMT

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No. When you edit the presets tree, save the map (File>Save) then hit the big red cross in the corner, it will ask you if you want to save the presets, hit "Yes" and it will close.

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Subject: Re: ServerSide City/Walls Flying Question

Posted by [Kamuix](#) on Mon, 26 Jun 2006 05:10:43 GMT

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A better way to save the presets is to just export mix/pkg. What i said is if you save the level, some of the presets will apply on the objects without applying the actual DDB file.

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