Subject: Ingame Map
Posted by danpaul88 on Sat, 26 Mar 2005 10:17:42 GMT

if u use terrain meshes taken from a mission you have to have m01.mix, m02.mix, m03.mix etc in the servers data folder.

also, if you made it a .mix file, but added objects (such as terrain) in level editor instead of temp them then it wont work. try export as .pkg and see if it works tht way.