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Subject: Moding maps

Posted by [obelisk70](#) on Thu, 07 Apr 2005 16:29:35 GMT

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Thanks. When you open a multiplayer level you got from westwood it loads part of it from the lvl file and the other part from the actual map in the data folder. So when you save over the map in the data folder it won't open the map properly the next time because you saved over it. I think that's why it disappears when you load it again from the level editor. Because it reloaded properly when I replaced the mix map with the right one

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