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Subject: Re: Help with Crazy CTF Mod

Posted by [reborn](#) on Tue, 18 Apr 2006 21:03:49 GMT

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No it does matter, if it's the objects file from ssaow it needs to be called .aow, but your making a ctf mod, and that file extension is .ddb, but needs to be called bjects.ddb, you are using the scripts.ddl and bhs.dll from the ssctf source right?

If you are making co-op maps i would rather just open level edit and browse to terrain/levels-single player then select what single player level you want and click on make, then you dont have all the spawners and crap. When you are saving the map just call it m06.lvl or whatever, then replace the .lsd and .ldd that you just made with ones inside the original .mix using xcc mixer.

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