Subject: Re: Co-op problem
Posted by piotrkol1 on Sun, 23 Apr 2006 17:10:43 GMT

Kamuix wrote on Sat, 22 April 2006 21:51Ummm...Are you by any chance Exporting a mod Pkg or a Mix into you're data folder?

Lol and by the looks of it, you added presets. Remember you can't add presets you can only change existing ones. And do NOT export when making a serverside mod. Because when you save a mix to the Data folder, you copy over the existing one, which means you're level does not exist anymore and in alot of cases only building interiors will show up.

Replace all mix's in you're data folder with the original ones. Than when your finished a map. Save the lvl,lsd,ldd into you're data folder. That is all you need.
Well I mean I have to teamp object-spawner to make the bot spawners for a co-op.......and this isnt a serverside mod like the objects.aow I am trying to make co-op mission maps for my server. I dont not export the file when I'm done i just save them in the data folder.