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Subject: Re: mission maps

Posted by [Stefan](#) on Mon, 01 May 2006 18:16:29 GMT

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Goto terrain in the presets tree in LE > Levels - Single player > choose your map > click on the plus icon > "make" all the terrains > add some stuff to the map > save it (use the original map name , like this : M01) > goto your mod folder then copy the LDD and DDB file of the saved map > put them in your FDS data folder & host the map ... that's how i do it

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