Posted by jnz on Mon, 07 Aug 2006 18:40:58 GMT
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if you are going to make a server side mod on a built in map. after you have finishied editing it in level edit save it as the exact map name you are making eg C&C_Walls_Flying

then copy the *.ldd file to you renegadeFDS data dir.

it took me weeks to figure this out. if you don't name it right when you save FDS crashed when it loads it.