
Subject: Re: AI Bots Server Side
Posted by [sycar](#) on Sun, 10 Sep 2006 12:14:47 GMT
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in level edit, instead of clicking 'export' just click File->Save, this will produce a .ddb, a .lsd and a .idd. If you are merely modding a map serverside these are the only files you will require to upload the serverside changes.

However if you are creating a whole new map you need the .mix file for the map. Im not 100% sure on how to achieve this but a feasible solution would be to choose 'export as a pkg' and then use xcc mixer to extract the .mix.

Hope this helps.
