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Subject: Re: co-op server

Posted by [jnz](#) on Mon, 18 Sep 2006 06:38:42 GMT

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Ivan275 wrote on Mon, 18 September 2006 02:29wait wait wait

The .mix is the full map with all the files and settings, objects, textures, ground, spawners...

when you are making/editing a coop map in LE, LE will create the ldd file for you

Quote:

an ldd file is just a setting file (i think) the mix file is the map itself with all the default options like building controller etc... and ldd is an override of the defaults

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