
Subject: Re: SSAOW & Server Side Mapping
Posted by [Zion](#) on Sun, 15 Apr 2007 13:44:30 GMT
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No, that's not serverside.

To make a serverside map you need the source to the map. Just adding terrain without includes, building controllers and everything of the like will not make it work. .mix files aren't serverside even if you name them the same as the original.

The only files that are serverside is the .ldd, .isd and .ddb files. That is it.
