Ok, maybe I wasn't too clear, I have the original .lvl files and have made a new mix version of the map (with .lsd, .ldd, .ddb included). I use the name of the original map and make sure the terrain remains the same (for the most part) and then I export as .mix to RenegadeFDS\Server\data folder replacing old original file.

In case you're lost, instead of taking the .ldd, .lsd, and .ddb files and putting them in my RenegadeFDS\Server\data folder I simply export them as new map. People that already have the map can join and whatever modifications I made to my version will appear for them since it's server side.

If you still don't get it then I'm afraid I've tried my best at explaining, all I can do now to explain is actually show you on XWIS.

EDIT: When I make my server side mod I don't export as .mix or .pkg because it's global settings. I take objects.ddb, rename it to objects.aow and put in RenegadeFDS\Server\data folder.