
Subject: Re: Server side Mod.

Posted by [JasonKnight](#) on Sat, 21 Apr 2007 23:00:20 GMT

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zunnie wrote on Sun, 04 February 2007 17:02In the presetlist select:

Terrain->Levels Multiplayer->C&C_Map_City_0325f->C&C_Map_City 0325f - ramps
"make" it

Same for "flying includes" and "flying collision"

Save the level AS C&C_City_Flying.lvl then you can use the
lsd,ldd (and ddb if you temped spawners) in the City_Flying.mix

[edit] Load C&C_City.lvl and then "make" the above..

Also, reborn created the levelfiles for C&C_FieldTS and C&C_Snow
you can download them here.

When you decide to edit these serverside you cannot replace the lsd file in the mix.

Dont wanna bring back a dead topic, but its already here...

I followed what was stated. But I have 2 problems.

1. The NOD airstrip waypoints dont work.
 2. Unable to purchase flying vehicals, they show up, but they dont spawn.
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