
Subject: Re: Mission Maps

Posted by [Ryu](#) on Sat, 28 Jul 2007 04:08:37 GMT

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Sn1per74* wrote on Fri, 27 July 2007 21:35 Alex wrote on Fri, 27 July 2007 21:23 Blue Then wrote on Fri, 27 July 2007 20:05 Alex wrote on Fri, 27 July 2007 19:52 Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!
Ok then. Including the .lvl file?

Not the .lvl, Just the .dds, .lsd and .idd.
You only need the .mix and .idd actually.
.dds is for skins.

I mean .ddb, And iv'e noticed, You need them all otherwise things tend not to work, Oh well.. It's just 2 more files and it won't cause any harm now eh?
