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Subject: Re: Level edit problem

Posted by [IronWarrior](#) on Mon, 27 Aug 2007 13:20:55 GMT

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nowud13 wrote on Mon, 27 August 2007 08:00so i should only move the ldd in and not the lsd (lds)

in my islands.mix for example.

what i get now is invisible walls they are there aint they work they are just invisible so when i walk them i get lagged back.

You should only move the .ldd file, moving the .lsd file can cause the server to crash.

Have you made the walls stealth?

Don't know what you done to make them invisible. o.O

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