
Subject: Re: Cleaning Singleplayer levels completely
Posted by [EA-DamageEverything](#) on Thu, 28 Feb 2008 13:59:38 GMT
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Hi folks, here is my progress:

Mission 1, 3, 5, 6 and 8 are working. I didn't remove the turrets and sams, because I disabled Basedefenses in SSGM. They will be killed when the map starts. Turrets remain wrecked and smoking, the sams are still destroyed. The level looks more genuine this way.

But unfortunately I can't get M02 and M07 to work properly. I tried several different ways, but everytime I join my Server, my Client crashes down. It doesn't matter if I left some Controllers in (Cathedral, Fanys Inn etc) or not, if there are M07_GOTO_Start etc in or removed...

The other maps are ok. I removed all gates in LE -they are still there when the map is played, but soldiers can walk through them now.

So MSWindows, if you know/can make a decent Workaround for M02 + M07, please let me know. M09-11 aren't supported by SSDM, no need for them.
