Subject: Re: Convert lsd to mix
Posted by zunnie on Sun, 23 Nov 2008 20:10:29 GMT

There are w3d files in PKG mods mostlikely.
Extract the W3D files to the /levels/ folder of your leveledit
Then "temp" a terrain preset and select the w3d you extracted.
"Make" it and then the terrain should showup, you can then set it
up like you want and save the map under a different name.
People will have to download it to play though but thats obvious.