Subject: Re: Convert lsd to mix Posted by zunnie on Sun, 23 Nov 2008 20:10:29 GMT View Forum Message <> Reply to Message

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.

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