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Subject: Re: Edit the mission levels in LE

Posted by [YazooGang](#) on Sun, 12 Jul 2009 16:33:29 GMT

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For example. you modded Walls flying. The map you choose is C&C\_Walls\_Flying.mix and the ldd file should be C&C\_Walls\_Flying.ddd. You choose the mix file and ldd is the file that mods the mix file.

Here i made an example for you.

Download that and put it in your Server/Data folder.

This will add two switches outside warfactories wall and you come, hit e and one gives you a char, another gives a vehicle behind you. You need to pick walls flying as the map.

Just one more thing. You said editing missions right? Well, just to tell that you cant edit m09.

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### File Attachments

1) [walls.rar](#), downloaded 200 times

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