
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.ldd. 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 missons right? Well, just to tell that you cant edit m09.

File Attachments

1) [walls.rar](#), downloaded 162 times
