
Subject: Re: Help pls!

Posted by [hego64](#) on Wed, 15 Jun 2011 17:12:34 GMT

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Ok then. I am trying to edit C&C_City.mix. I am using the top of all the buildings for players to walk around on. Not the normal multiplayer buildings, but the ones that are barriers and the ones in city_flying that you can land on.

That is sort of a overview of city. The parts with the thick black lines, are the places where I want bordered. I had added all around each square big_doors and a few dsp_midbagwall's. The straight black line on the bigger rectangle parts I had used 2 big_doors and 3 plxy_doors. I also had a few dsp_gdicaped's spread around so you could see where teleport places were.

After I add the objects to the map in LE, I go into my LE folder, and find my mod package name, and go to presets and copy the objects.ddb into my RenegadeFDS data folder and rename it as objects.gm. Then I go back to my LE folder, and find my Levels folder. I go into that, and copy my C&C_City.ldd, C&C_City.lsd, and C&C_City.ddb. I have tried all three in my data folder, and any combination of 2 and nothing shows up ingame still. I am just stumped on what to do.

Hego64
