
Subject: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 01:35:26 GMT

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It's been a few years since i've last messed around with LevelEdit, and I remember being able to do simple things like adding guntowers to maps and custom spawns and PTs, and doing it server side meant just putting the .lsd and .ldd files in the FDS's data folder.. But i've forgotten how to do everything and it seems mostly everything has changed, but yeah.. I'd appreciate some help like:

- 1) How do I install a fresh copy of LevelEdit, and all the updated scripts and what not. (A full up to date tutorial would be nice.)
- 2) How do I get the 4.0beta4 "official" map .lvl files to add things like turrets?
- 3) How do I save the map mods, and upload it to the server? Do I combine it in a mix file?
- 4) How do I get map mods to be server side only and not force people to have the same exact map (and have to download it or whatever, and not mess with the whole hash thing)

Thanks a lot in advance!
