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Subject: Re: (Modded) C&C\_Field crashdump  
Posted by [\[MC\]-ReKoil](#) on Wed, 03 Sep 2014 07:41:23 GMT  
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@Xpert

I am using the 4.0 level editor.

As for what did I modify, I placed bots all over the map (both vehicle & infantry for which I modified their presets and created temp spawners), which are enabled/disabled by customs. There's also cinematic drops which are enabled/disabled by customs. There are also laserwalls which get disabled by customs. And there are also weapons spawners as well as some custom weapons like obby/agt gun which I am using for secrets.

I also improved the pathfind a bit, but I tested if not replacing the lsd file would fix this, and it did not.

@Jonwil

So there is nothing I can do to fix this for a serversided map?

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