

---

Subject: non of my edited SP maps work with my FDS  
Posted by [aaaalex06](#) on Fri, 19 May 2006 22:26:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hey, ok i edited M01 so i named it M01.mix then all of its .ddb and other file's it makes was named M01.(what ever file it was)

then i put them in my FDS Data folder and edited the server\_cfg.ini (i think) to put my map in the rotation, then when i started my server 2 people joined and told me that they kept falling through the ground so i joined the game and it was true, when you start you just keep falling through the ground, i wonder was it my edited map or is it just the FDS, if you edit maps can you tell me what I'm doing wrong or if some one knows alot on FDS please tell me what i'm doing wrong, i have asked around but no help anyways if you can help just relpy to this

ok thanks  
alex

---

---

Subject: Re: non of my edited SP maps work with my FDS  
Posted by [Kamuix](#) on Sat, 20 May 2006 03:29:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

When making a serverside map, you never Export. Saving an exported Mix over an existing one just makes it worse .

Remember to use the original M01.mix at all times. Or you will probably fall through the terrain in it. Just save the Lsd and ldd. And ldd.

---

---

Subject: Re: non of my edited SP maps work with my FDS  
Posted by [aaaalex06](#) on Sat, 20 May 2006 03:36:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok so i get M01.mix that Westwood made, put it in my FDS Data folder with the other M01.idd .isd .ddb and the .thu and it should work????/if this is right, thanks kam (also i love the server wooooooo keep at it)you was the one who inspired me to edit these maps lol sounds gay but ehhh i like editing maps its realy fun

also how do you make the peds were you change charictor lol,  
i have this great idea but i just need to know that  
also how did you make the creats for your kamuix HQ on M01 and for your race track lol i need to fill in somethings and onlt them creats would fit lol sounds stupid but its true

---

---

Subject: Re: non of my edited SP maps work with my FDS  
Posted by [Kamuix](#) on Sat, 20 May 2006 07:37:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lol ahh. Thanks . The script used for buying chars is JFW\_Character\_Buy which is attached to a zone.

Objects/Simple/Large\_Blocker That is what I used for those blocks

---

---

Subject: Re: non of my edited SP maps work with my FDS  
Posted by [aaaalex06](#) on Sat, 20 May 2006 18:38:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks kam so i attach a script in the zone thanks, didnt relise that lol ok see ya later

---