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Subject: mod-n00bs read this!!!

Posted by [jnz](#) on Mon, 07 Aug 2006 18:40:58 GMT

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if you are going to make a server side mod on a built in map. after you have finished editing it in level edit save it as the exact map name you are making eg C&C\_Walls\_Flying

then copy the \*.ldd file to you renegadeFDS data dir.

it took me weeks to figure this out. if you don't name it right when you save FDS crashed when it loads it.

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Subject: Re: mod-n00bs read this!!!

Posted by [futura83](#) on Mon, 07 Aug 2006 20:25:53 GMT

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figure it out...ask me; theres no difference

LOL

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