
Subject: i cant get M09 to work
Posted by [NFHAVOC](#) on Sat, 30 Jun 2007 15:04:28 GMT
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any one have any idea about how to get M09 to work t

i go make the terrain in level edit
put stuff on
it acts wierd

all the stuff i put is gone

and this wierd this happened when i remade it 2 time the first time i put only 1 nod spawner and 1 gdi spawner outside the base the only things that i had put it made people fall though map over and over agian but when i remad eit the second time i put them in the base it gets wierd also and super laggy and gdi also falls though the map nod doesnt fall but cant move much because of the super lag

any help would me much appreiciated

Subject: Re: i cant get M09 to work
Posted by [IronWarrior](#) on Sat, 30 Jun 2007 15:09:27 GMT
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Download the SP level Files.

And then load M09 from the M09.lvl

<http://www.game-maps.net/index.php?action=file&id=725>

You need to delete the old .ldd file in the M09.mix then add the new .ldd file into it using xcc mixer.

You also need to make sure you are using the right objects.aow file.

Subject: Re: i cant get M09 to work
Posted by [Genesis2001](#) on Sat, 30 Jun 2007 17:07:09 GMT
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IronWarrior wrote on Sat, 30 June 2007 09:09 You also need to make sure you are using the right objects.aow file.

Or the latest objects.gm file for those running SSGM.

-MathK1LL

Subject: Re: i cant get M09 to work
Posted by [NFHAVOC](#) on Sat, 30 Jun 2007 17:51:35 GMT
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ok i put the M09.idd in the M09.mix

now it works everything is there

but it is this super lagy you can barely move
i couldnt leave the room and i kept going back to the place i was at

the lag only happens this map and none of the others

and i got ssgm

and i copied the objects.ddb in the mod folder to the server data folder and took out the old one
and renamed the one i just put in objects.gm

Subject: Re: i cant get M09 to work
Posted by [Genesis2001](#) on Sat, 30 Jun 2007 19:34:34 GMT
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Too many bot spawners?? I believe a bunch of bots causes lag on servers >.>

Subject: Re: i cant get M09 to work
Posted by [Zion](#) on Sat, 30 Jun 2007 23:17:59 GMT
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Put the M09.idd file INTO THE DATA FOLDER! NOT THE .mix!

Subject: Re: i cant get M09 to work
Posted by [IronWarrior](#) on Sat, 30 Jun 2007 23:22:14 GMT
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The Merovingian wrote on Sat, 30 June 2007 16:17Put the M09.idd file INTO THE DATA
FOLDER! NOT THE .mix!

This is wrong information.

the .ldd file goes into the .mix file as this is an server side edit.

Subject: Re: i cant get M09 to work
Posted by [Zion](#) on Sun, 01 Jul 2007 01:08:56 GMT
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No, my post is right. You cannot say it is wrong. This is how all professional serverside maps are done. Only noobs actually change the contents of the .mix.

Subject: Re: i cant get M09 to work
Posted by [NFHAVOC](#) on Sun, 01 Jul 2007 20:37:17 GMT
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how do i fix the super lag
