Subject: Lsd Map Files
Posted by Gen_Blacky on Thu, 02 Aug 2007 00:51:46 GMT
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Im guessing there is no possible way to open a .lsd file and edit it ?

Subject: Re: Lsd Map Files
Posted by BlazeDragoon on Thu, 02 Aug 2007 01:06:18 GMT
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Yes and no... I wish their was.. I lost so much of my lvl files. If you manage to get the lsd open you'll get the terrain and the other stuff but you'll have to re-setup everything such as purchase terminals, waypaths, etc. Also if I remember correctly it doesn't save right . You goto open it after saving it and it's all messed up like it didn't even save. If their is a w3d file your better off using that and making it.

Subject: Re: Lsd Map Files
Posted by Gen_Blacky on Thu, 02 Aug 2007 01:26:13 GMT
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lol its easier just to remod the map then do that unless u had alot of stuff on it

Subject: Re: Lsd Map Files
Posted by Sir Kane on Thu, 02 Aug 2007 05:10:32 GMT
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I've started looking at the format, but ended up being too lazy to do any more investigation at some point.

Subject: Re: Lsd Map Files
Posted by reborn on Thu, 02 Aug 2007 23:44:33 GMT
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Sounds extremely interesting..

Do you have any plans at all to pick it up again?

Subject: Re: Lsd Map Files
Posted by Veyrdite on Fri, 03 Aug 2007 09:52:02 GMT
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Quote:Yes and no... I wish their was.. I lost so much of my lvl files.
Same here.

Someone should record what LE is doing when it exports a map so it can be reverse-engineered. The .lvl file im guessing is split up into sections when exported, so some sort of importer could be the answer. Or maybe a program that converts the .mix or .pkg's levels to a w3d with proxies that represent where evrything is. Too bad that wouldn't work with scripts though.

Subject: Re: Lsd Map Files
Posted by Gen_Blacky on Fri, 03 Aug 2007 22:02:14 GMT
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The .lsd files are the motifed part of the w3d and .ldd are objects that where placed into that map

At least thats what i think

Subject: Re: Lsd Map Files
Posted by Yrr on Fri, 03 Aug 2007 22:20:10 GMT
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I think that the .lsd (level static data [background settings, decorations, trees, etc.]) is used by both, client and server, while the .ldd (level dynamic data [spawners, terminals, vehicles, etc.]) is used by the server only, and the server tells the client which dynamic objects to create via network.

Subject: Re: Lsd Map Files
Posted by Gen_Blacky on Fri, 03 Aug 2007 22:21:58 GMT
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^ thats what i mean i just dont know big words

Subject: Re: Lsd Map Files
Posted by Yrr on Fri, 03 Aug 2007 22:44:01 GMT
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Then I did not understand you
Trees and decorations are objects too, but they are not in the ldd. "the modified part of the w3d"?
You cannot modify w3d files with LevelEdit

Subject: Re: Lsd Map Files

Posted by Gen_Blacky on Sat, 04 Aug 2007 03:40:48 GMT

sure u can u just just check select terrian slectable and u can delete and move things

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