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Subject: putting an edited single player map on fds help!!  
Posted by [cncnick13](#) on Thu, 08 Nov 2007 00:26:45 GMT

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well every time i put a single player map on my server i just fall right through the map.here is what i do.first i make a mod.pkg on lvl edit then export it to fds i rename it m10.mix and i fall through map plz help!!

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Subject: Re: putting an edited single player map on fds help!!  
Posted by [Sn1per74\\*](#) on Thu, 08 Nov 2007 03:24:08 GMT

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Don't export it, just save it to your data folder. I hope you kept a backup of the original M10.mix file.

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Subject: Re: putting an edited single player map on fds help!!  
Posted by [cncnick13](#) on Thu, 08 Nov 2007 23:40:23 GMT

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ok i will try it.uhh do i save the .pkg or .lsd and .ldd?

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Subject: Re: putting an edited single player map on fds help!!  
Posted by [Lone0001](#) on Fri, 09 Nov 2007 00:51:45 GMT

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What version of Level Edit are you using? if you are using the Jon Wil's version there should be an option like "save to mix" or something like that(not sure if it works perfectly tho)

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Subject: Re: putting an edited single player map on fds help!!  
Posted by [nopol10](#) on Fri, 09 Nov 2007 01:25:22 GMT

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Saving to mix won't work for FDS.

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Subject: Re: putting an edited single player map on fds help!!  
Posted by [Lone0001](#) on Fri, 09 Nov 2007 01:47:02 GMT

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yea didn't think so, wasn't sure tho

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Subject: Re: putting an edited single player map on fds help!!

Posted by [Sn1per74\\*](#) on Fri, 09 Nov 2007 03:40:26 GMT

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Just go File then save as. The file you will need is the .idd.

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