
Subject: Misson maps

Posted by [Lone0001](#) on Thu, 29 Nov 2007 14:55:48 GMT

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Can someone point me to where I can find Mission Maps that have already been stripped of the Mission element(bots, cinematics, objectives,etc....but still have all the buildings and stuff) Everytime I try to edit one I either end up removing too much making the map crash the server or not enough.

Subject: Re: Misson maps

Posted by [reborn](#) on Thu, 29 Nov 2007 15:01:28 GMT

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Don't load the .lvl file, just start level edit, go to terrain and click on "make" for the mission file you want to mod.

Subject: Re: Misson maps

Posted by [The Elite Officer](#) on Thu, 29 Nov 2007 16:34:59 GMT

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Or open level edit and click on terrian--->mission maps--->xxxx(map of your choice)

Subject: Re: Misson maps

Posted by [Lone0001](#) on Thu, 29 Nov 2007 17:00:24 GMT

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I'll try that when I get home

Subject: Re: Misson maps

Posted by [Gen_Blacky](#) on Fri, 30 Nov 2007 08:11:22 GMT

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The Elite Officer wrote on Thu, 29 November 2007 10:34Or open level edit and click on terrian--->mission maps--->xxxx(map of your choice)

thats the same thing reborn said

Subject: Re: Misson maps

Posted by [Lone0001](#) on Fri, 30 Nov 2007 23:33:08 GMT

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haven't had to test it fully but it seems to work fine thanks

Subject: Re: Misson maps

Posted by [Veyrdite](#) on Sat, 01 Dec 2007 00:40:18 GMT

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I personally go to the instances tab and strip the map of everything but manual vis points. That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

Subject: Re: Misson maps

Posted by [Ethenal](#) on Sat, 01 Dec 2007 02:55:35 GMT

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Dthdealer wrote on Fri, 30 November 2007 18:40 I personally go to the instances tab and strip the map of everything but manual vis points. That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

Yeah, that's what I do as well.

Subject: Re: Misson maps

Posted by [Lone0001](#) on Sun, 02 Dec 2007 01:37:36 GMT

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had the chance to test one of them and did not work(game crashes does not work otherwords) I tryed the same thing to make it mix as the other maps i edited which is taking M00_Tutorial.mix taking the idd and isd out of it and putting my edited idd and isd, and this way is not working for me is there a way that I am supposed to do for them or is it something I'm putting in that is wrong?

Subject: Re: Misson maps

Posted by [Veyrdite](#) on Sun, 02 Dec 2007 02:40:08 GMT

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Isn't it supposed to be only the idd?

Subject: Re: Misson maps

Posted by [Ethenal](#) on Sun, 02 Dec 2007 06:08:48 GMT

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Dthdealer wrote on Sat, 01 December 2007 20:40Isn't it supposed to be only the idd?

Yeah, you only need the LDD. AFAIK, the LSD has a possibility of crashing the server.

Subject: Re: Misson maps

Posted by [Lone0001](#) on Sun, 02 Dec 2007 07:31:27 GMT

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ah I'll try that later thanks

Subject: Re: Misson maps

Posted by [Gen_Blacky](#) on Mon, 03 Dec 2007 01:19:36 GMT

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Dthdealer wrote on Fri, 30 November 2007 18:40I personally go to the instances tab and strip the map of everything but manual vis points.

That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

if your making server side y would u

Subject: Re: Misson maps

Posted by [Ethenal](#) on Mon, 03 Dec 2007 02:47:30 GMT

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Gen_Blacky wrote on Sun, 02 December 2007 19:19Dthdealer wrote on Fri, 30 November 2007 18:40I personally go to the instances tab and strip the map of everything but manual vis points.

That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

if your making server side y would u

Because it's still server side.

Subject: Re: Misson maps

Posted by [jnz](#) on Mon, 03 Dec 2007 07:38:27 GMT

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Ethenal wrote on Mon, 03 December 2007 02:47Gen_Blacky wrote on Sun, 02 December 2007

19:19Dthdealer wrote on Fri, 30 November 2007 18:40I personally go to the instances tab and strip the map of everything but manual vis points.
That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

if your making server side y would u

Because it's still server side.

Vis is client-side.

Subject: Re: Misson maps
Posted by [Ethenal](#) on Tue, 04 Dec 2007 00:00:25 GMT
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RoShamBo wrote on Mon, 03 December 2007 01:38Ethenal wrote on Mon, 03 December 2007 02:47Gen_Black wrote on Sun, 02 December 2007 19:19Dthdealer wrote on Fri, 30 November 2007 18:40I personally go to the instances tab and strip the map of everything but manual vis points.
That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

if your making server side y would u

Because it's still server side.

Vis is client-side.

Of course, but aren't the VIS points still going to work fine as long as he doesn't change the VIS settings?
