
Subject: Server Side Map Edit

Posted by [steve8274](#) on Tue, 06 May 2008 20:20:55 GMT

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I was wondering if anyone could help me with this. I just want to be able to the container boxes, laser walls, etc. I've seen many servers do this. I've read the guide on renhelp.net about this but it doesn't work, (I put the C&C_Hourglass.ldd in my FDS data folder, but it doesn't work.) and it doesn't explain it very well. I have level edit. Thanks for any help.

Subject: Re: Server Side Map Edit

Posted by [_SSnipe_](#) on Tue, 06 May 2008 20:58:42 GMT

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First off dont put it in ur data folder

1)Open up the map with xcc mixer

2)delete the two files

C&C_Hourglass.ldd

C&C_Hourglass.lsd

inside the map

3)put the new

C&C_Hourglass.ldd

C&C_Hourglass.lsd

files you just made inside there

4)done do NOT PLACE INTO DATA

Correct me if im wrong?

Subject: Re: Server Side Map Edit

Posted by [mr£ÄŞÄ-z](#) on Tue, 06 May 2008 21:14:37 GMT

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I always put just the .ldd in my Data folder and it always worked

Subject: Re: Server Side Map Edit

Posted by [steve8274](#) on Tue, 06 May 2008 21:16:45 GMT

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Well, I took the .ldd and .lsd out of the hourglass.mix. The old .ldd is 542kb. The new one is 14kb. The old .lsd is 1.31mb, while the new .lsd is 336kb. I think theres something wrong...

Subject: Re: Server Side Map Edit
Posted by [_SSnipe_](#) on Tue, 06 May 2008 21:21:44 GMT
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steve8274 wrote on Tue, 06 May 2008 14:16Well, I took the .ldd and .lsd out of the hourglass.mix. The old .ldd is 542kb. The new one is 14kb. The old .lsd is 1.31mb, while the new .lsd is 336kb. I think theres something wrong...
try it out it never was same size 4 u

Subject: Re: Server Side Map Edit
Posted by [renalpha](#) on Tue, 06 May 2008 21:30:54 GMT
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the ldd file fux up doors serverside...

u only use the lsd file for bot waypath stuff serverside

Subject: Re: Server Side Map Edit
Posted by [steve8274](#) on Tue, 06 May 2008 21:43:03 GMT
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Well I added laser fence things in hourglass, then I put the .ldd file into the FDS Data folder. It loaded up fine. The harvester was just trying to drive through the airstrip. The GDI harvester didn't even spawn. The doors didn't open (are you sure it isn't the .ldd file that screws doors up?) and my changes I made weren't there.

Subject: Re: Server Side Map Edit
Posted by [_SSnipe_](#) on Tue, 06 May 2008 22:54:23 GMT
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steve8274 wrote on Tue, 06 May 2008 14:43Well I added laser fence things in hourglass, then I put the .ldd file into the FDS Data folder. It loaded up fine. The harvester was just trying to drive through the airstrip. The GDI harvester didn't even spawn. The doors didn't open (are you sure it isn't the .ldd file that screws doors up?) and my changes I made weren't there.
place both inside the map delete old ones and test it

Subject: Re: Server Side Map Edit
Posted by [IronWarrior](#) on Wed, 07 May 2008 01:18:29 GMT
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I bet he didn't copy the objects file from the LE folder to the FDS data folder.

Subject: Re: Server Side Map Edit
Posted by [_SSnipe_](#) on Wed, 07 May 2008 04:38:44 GMT
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IronWarrior wrote on Tue, 06 May 2008 18:18I bet he didn't copy the objects file from the LE folder to the FDS data folder.
unless he edited the presets he dont need to...far as i know hes just server side editing maps.....laser walls and blockers
