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Subject: Levleedit open custom maps

Posted by [crysis992](#) on Fri, 07 Jan 2011 18:55:24 GMT

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Hmm, rly stupid question but i forgot how to open custom maps in Leveleedit. I converted a .mix file via LevelRedit to a .lvl file.

But then i get error messages like "preset files missing" and then it crashes my LE.

I know i have to rename a file to something and move it to a folder :/ but i forgot it.

Can someone help me plx?

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crysis992

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Subject: Re: Levleedit open custom maps

Posted by [Generalcamo](#) on Fri, 07 Jan 2011 21:35:56 GMT

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Rename (mapname).ddb to temps20.ddb, and move to the presets folder.

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Subject: Re: Levleedit open custom maps

Posted by [crysis992](#) on Fri, 07 Jan 2011 22:23:08 GMT

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Generalcamo wrote on Fri, 07 January 2011 15:35Rename (mapname).ddb to temps20.ddb, and move to the presets folder.

ahh thank you

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