
Subject: .lvl needed

Posted by [joel-nl](#) on Mon, 08 Mar 2004 16:44:12 GMT

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the comando level editor needs .lvl files when i unmix the mix files i only see .ddb .lsd .idd files.
where can i get the .lvl files or do i need to convert some files.

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Posted by [Cpo64](#) on Mon, 08 Mar 2004 22:49:35 GMT

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when you save your work in LE it creates a lvl file.

Subject: that i know

Posted by [joel-nl](#) on Tue, 09 Mar 2004 01:12:29 GMT

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that i know

but i need the .lvl files of custom maps so i can figure out how they are constructucted. ans the n
get some idas so i can make my own maps.

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Posted by [IRON FART](#) on Tue, 09 Mar 2004 01:17:11 GMT

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When you save a mod, its .lvl. When you export it it becomes lsd i think.

Not sure how to get it back into LE.

If its a standard WS map it should already be available in LE.

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Posted by [Oblivion165](#) on Tue, 09 Mar 2004 03:25:02 GMT

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you can download all of the multiplayer and single player lv's from renegade on the westwood ftp
at:

<ftp://ftp.westwood.com/pub/renegade/tools/>

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Posted by [Cpo64](#) on Tue, 09 Mar 2004 04:12:47 GMT

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Oh, I understand now, the link oblivian provided will give you what you need, me thinks.
