
Subject: Re: Mission Maps crashes client
Posted by [Nightma12](#) on Thu, 09 Jun 2005 17:01:31 GMT
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Quote:Did you edit this map before playing it. I've had this happen before. In leveedit try just loading the terrain rather than the intire level.

so how comes M01.mix worked :S

i edited M02.lvl that i got form ftp.westwood.com =/

Quote:Maybe the client needs the ldd and lsd files?

somehow i doubt that, coz M01 works fine, lol
