Subject: Re: new level decompiler
Posted by Oblivion165 on Fri, 20 Jan 2006 19:46:49 GMT
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Well its been awhile but generally you just rename your .lsd or .ldd to .lvl, and then you use the
DEV menu to import dynamic objects...witch it your remaining .lsd or .ldd, whichever didnt have
the terrain and lighting in it.