
Subject: Re: Flying Vehicles

Posted by [Zion](#) on Tue, 13 Jun 2006 21:50:05 GMT

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Serverside maps (IE. non-flying to flying vice-versa) dont use *.mix whatsoever, only to "host" the map on. The parts edited through lvledit are saved, not exported.

The C&C_*.ldd/M*.ldd are placed in the servers data folder. Weather that may be dedicated or non-dedicated (non-dedicated can only host maps starting with C&C_*) and serverside maps can only use items from the "objects" branch in lvledit.
