Subject: Re: Lsd Map Files
Posted by Veyrdite on Fri, 03 Aug 2007 09:52:02 GMT

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Quote:Yes and no... I wish their was.. I lost so much of my lvl files.
Same here.

Someone should record what LE is doing when it exports a map so it can be reverse-engineered.
The .lvl file im guessing is split up into sections when exported, so some sort of importer could be
the answer. Or maybe a program that converts the .mix or .pkg's levels to a w3d with proxies that
represent where evrything is. Too bad that wouldn't work with scripts though.