OK, i made great progress on my FDS it now fully works...>
But about the doors, maybe people get confused..cus i am!
I wanna make em server sided now my FDS works...all i wanna do is for example change doors in the Nod Power Plant on C&C_City_Flying.lvl(Cus of levelEDIT) in the Nod Power plant so to the ones with the Round RED Card Symbol(A.K.A u also need the Red Card to open it). But as i found out ages ago it is easier said than done!
You can't just delete the ones in the PP find the Doors i want and Make them in LevelEDIT then move em into position!
I mean i can't even delete em in level edit, i select em and press Del on my keyboard but nothing happens... And some of you are confusing me...will i need any other program to do what i explained above other than levelEDIT? May i note i havn't a clue how to use any other program other than LevelEDIT

P.S:I will need to "MIX" the map cus 4 sum reason my NR won't let me select the isd or lsd files into the map rotation. And how do u do this?(I already got XCC Mixer, dunno how to use it)