Posted by JasonKnight on Wed, 10 Mar 2010 23:16:15 GMT

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here is what I did.

I used the LevelReEdit program to extract the files from the map.mix files so when I would go in to mod the maps all of the way points and spawners were already in place.

All I did in the I used my modified Objects.gm(ddb) file to add in new automated defences and different weapon spawns and thats it. If i could find the controllers for the obby I would check them, but I cant even find 1 controller on the obby let alone 2. every other building shows their controller but where is the obby one hidden at?