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Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblaney1](#) on Sat, 31 Dec 2016 03:05:03 GMT

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jonwil wrote on Fri, 30 December 2016 17:11How did you make the fix? Hex edit the .idd file? Edit the .lvl file in LE (and if so where did you get the .lvl file from?)

I used the Original singleplayer.zip Leveledit file and just copied the ldd file into the existing mix. If you have a better option for the lvl file I can apply it to that one. I will actually take a look at the original ldd file real quick and see if the zone is there at all.

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