**Subject: Mission Maps**
Posted by BlueThen on Fri, 27 Jul 2007 23:03:49 GMT
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I've been bored lately and such, how do I host a mission map on fds? I tried putting in just the .ldd, and all of the objects went mission (all there was left were the flares and the pts... and spawns).

Does the problem relate to using dsapo objects instead of vechs and such?

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**Subject: Re: Mission Maps**
Posted by Ryu on Sat, 28 Jul 2007 00:52:26 GMT
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Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!

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**Subject: Re: Mission Maps**
Posted by BlueThen on Sat, 28 Jul 2007 01:05:31 GMT
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Alex wrote on Fri, 27 July 2007 19:52Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!
Ok then. Including the .lvl file?

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**Subject: Re: Mission Maps**
Posted by Ryu on Sat, 28 Jul 2007 02:23:26 GMT
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BlueThen wrote on Fri, 27 July 2007 20:05Alex wrote on Fri, 27 July 2007 19:52Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!
Ok then. Including the .lvl file?

Not the .lvl, Just the .dds, .lsd and .ldd.

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**Subject: Re: Mission Maps**
Posted by Sn1per74* on Sat, 28 Jul 2007 02:35:59 GMT
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Alex wrote on Fri, 27 July 2007 21:23BlueThen wrote on Fri, 27 July 2007 20:05Alex wrote on Fri, 27 July 2007 19:52Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!
Ok then. Including the .lvl file?

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Not the .lvl, Just the .dds, .lsd and .ldd.
You only need the .mix and .ldd actually.
.dds is for skins.

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## Subject: Re: Mission Maps
Posted by Ryu on Sat, 28 Jul 2007 04:08:37 GMT

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Sn1per74* wrote on Fri, 27 July 2007 21:35Alex wrote on Fri, 27 July 2007 21:23BlueThen wrote on Fri, 27 July 2007 20:05Alex wrote on Fri, 27 July 2007 19:52Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!
Ok then. Including the .lvl file?

Not the .lvl, Just the .dds, .lsd and .ldd.
You only need the .mix and .ldd actually.
.dds is for skins.

I mean .ddb, And iv'e noticed, You need them all otherwise things tend not to work, Oh well.. It's just 2 more files and it won't cause any harm now eh?

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