

---

Subject: C&C\_Walls\_Flying

Posted by [roszek](#) on Fri, 16 Jan 2015 21:18:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm looking for the lvl files does anyone know where I might get them?

---

---

Subject: Re: C&C\_Walls\_Flying

Posted by [dblanky1](#) on Fri, 16 Jan 2015 21:24:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

roszek wrote on Fri, 16 January 2015 14:18 I'm looking for the lvl files does anyone know where I might get them?

Looks like it was never released. You'll probably have to fire up levelredit and decompile it, generate lighting, pathfinding, and vis. Also spend some time adding some manual vis points. I did this for a few maps that were broken in 4.1 recently (Pacific, Land, etc.)

---

---

Subject: Re: C&C\_Walls\_Flying

Posted by [Gen\\_Blacky](#) on Sat, 17 Jan 2015 05:38:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The best thing to do is resetup the map for flying if you dont have the flying lvl file but have the normal lvl file.

I think I made this .lvl file back in the day but not sure. Check it out.

---

### File Attachments

1) [C&C\\_Walls\\_Flying.lvl.zip](#), downloaded 279 times

---

---

Subject: Re: C&C\_Walls\_Flying

Posted by [Mauler](#) on Sat, 17 Jan 2015 07:12:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Blacky does that include the VIS sectors rendered for flying?

---

---

Subject: Re: C&C\_Walls\_Flying

Posted by [roszek](#) on Mon, 19 Jan 2015 20:50:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Fri, 16 January 2015 22:38 The best thing to do is resetup the map for flying if you dont have the flying lvl file but have the normal lvl file.

I think I made this .lvl file back in the day but not sure. Check it out.

I ended just using the regular non-flying lvl. Was a big project setting up the viz for flying as the glitches seemed infinite.

I think Iran added a fix to the flying map is why I thought someone might have the lvl, but I guess not.