Setting Up A Level For Multiplayer

1. Create a folder using the same name that you'd like to call your level in the Levels/Multiplayer/IA folder.

Note: don't have any spaces or other strange characters in your folder, files or level names

2. Open level in Sandbox2 Editor and save it using the name you determined in step 1
3. Add at least one SpawnPoint: RollupBar > Create > Entity > Others > SpawnPoint
4. Add one SpectatorPoint, this is where new players see the level while waiting to join the game: RollupBar > Create > Entity > Multiplayer > SpectatorPoint
5. Save the level.
6. Export the level to engine: File > Export to Engine
7. Save and close the level.
8. Create a 1024x1024 image to show on the loading screen, save it to your folder created in step 1 as a DDS file. Call the file "YourLevelName_Loading.dds"
9. Open the Quarry.xml file in notepad from here: Levels/Multiplayer/IA/Quarry (we'll use this as a template).
10. Save the Quarry.xml file to your Multiplayer level folder and use the same name as your level (and the folder it's in, once again, determined in step 1).

MyLevel (and folder) is called Livelanes.cry: below is my modified Quarry.xml file for your reference

```
<MetaData>
  <Gamerules MP1="InstantAction" MP2="TeamInstantAction"/>
  <LoadingScreens screen1="LiveLanes_Loading.dds"/>
  <HeaderText text="LiveLanes"/>
  <DescriptionText text="AAA Exhibition 2009, Customs House Sydney"/>
  <Display Name="LiveLanes"/>
</MetaData>
```

11. Your level will now be in the list of maps available in the level rotation.
12. You will need to share your objects and levels folders with the person or people you wish to test your level with.

To play your level in multiplayer mode follow these steps:

1. Launch CrysisWars game
2. In system settings check that the "Punkbuster" box is unchecked (this will allow you to play custom content, which in regular situations might be someone trying to cheat).
3. Select Create Game.
4. Under level Rotation select your level (it'll be with the instant action set) and add it to the Rotation.
5. Remove the standard levels from the rotation.
6. Start Game.