
Subject: Re: Convert lsd to mix
Posted by [Reaver11](#) on Tue, 25 Nov 2008 00:52:30 GMT
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Altzan wrote on Mon, 24 November 2008 16:26zunnie wrote on Mon, 24 November 2008 09:54You have a download link for me for the pkg mod you are talking about, i can always have a look at it.

<http://ren.game-maps.net/index.php?action=file&id=1133>

I don't know if I need permission to poke around with his mod, but if I do please tell me

All I know is, there are a lot more levels ingame with this mod than there are .lsd files... perhaps the others are in another format?

nopol10.. I tried what you said and LevelREdit gave me 2 warnings. When I loaded what came out into LevelEdit, it crashed.

shrug

As Zunnie said those arent new made maps. As I would Ask for the Game-maps dudes would you please update the nitro version. The version you host is way outdated. You should redownload it over at renz0r and host the new version. Is it allowed to put server information inside the gamemaps site for the nitro server? Can the nitro version number be added in the description?[I should have contacted you earlier only I forgot that nitro was on game-maps](You can put my renegadeforums name also in the list to persons to 'contact')

This old version 1.05 only contains one homemade map -> C&C_NitroRampage. (Which till my knowledge isnt in the ubermappack)

The latest version 1.09A is a near release for the full version as atm I have bugs which are annoying.

The 1.09A version contains the adv pp in working condition. I remade the adv pp of one screenshot of the real one. Also the beta refinery is inhere in working condition. (There are more beta models but you can find them in othermaps)

I will release a modelpack containing the fixed beta buildings later on but atm they are in no state of use.

Plus this version adds more maps then Zunnie has mentioned, so please update it
C&C_Nitropowerglide
C&C_Nitrodivided
C&C_Nitrofacility

I will probably Full release this mod around christmas!!!

Altzan I could give you a private tour through the mod there is a lot more in it then just what you see in the maps and if you want to work on the mod than that is no problem

Now back to the topic ->

There are several ways to convert .lsd files to a mix file.

The way I converted the newmaps to the nitro style is just by remaking the leveleditor part. Or you can use levelredit to import it back in leveleditor.

Inside the pkg should be a terren file and mostly a light file and then you can easily recreate the map. (for the nitro you need some different middle steps not hard to find out but im not going to post the how to for that, I might export some maps out of the nitro lateron but first I want to finish everything)

Anyways DK I will work on the hamhill map it isn't hard to do that one. I looked through the map and it is kind of empty
