Subject: Help with my map
Posted by bisen11 on Wed, 08 Dec 2004 20:47:24 GMT
View Forum Message <> Reply to Message

The map is fine when its a .pkg. But when i make it a .mix i keep falling through the floor. And if it helps im trying to edit SP.

Subject: Help with my map
Posted by glyde51 on Wed, 08 Dec 2004 21:36:02 GMT
View Forum Message <> Reply to Message

just do what I said and don't listen to what the other guy said, that Export to mix option would have done that work for you.

Subject: Help with my map
Posted by Sanada78 on Wed, 08 Dec 2004 21:49:37 GMT
View Forum Message <> Reply to Message

It might be because you didn't Temp in things but instead Added. For all the stuff you Added, try Temping it instead. It's the button called "Temp" with a + icon.

Subject: Help with my map
Posted by bisen11 on Wed, 08 Dec 2004 21:52:14 GMT
View Forum Message <> Reply to Message

I just did make, i didnt do temp or add.....

Subject: Help with my map
Posted by glyde51 on Wed, 08 Dec 2004 22:10:18 GMT
View Forum Message <> Reply to Message

You need to set spawn points

Subject: Help with my map
Posted by flyingfox on Wed, 08 Dec 2004 23:03:48 GMT
View Forum Message <> Reply to Message

don't know much about mapping but i did come across this tutorial for saving a map as .mix on renhelp.co.uk. hope it helps

---

http://renhelp.co.uk/?tut=20

Subject: Help with my map
Posted by bisen11 on Wed, 08 Dec 2004 23:12:03 GMT
View Forum Message <> Reply to Message

Im not stupid enough to not set spawn points -_- In fact i know so, because the buildings are
working and i can walk in (one of my nod spawn points was in a building) them. But the rest of the
terrain just isnt there.... tho for some reason a tree is there O.o

---

Subject: Help with my map
Posted by icedog90 on Thu, 09 Dec 2004 00:38:12 GMT
View Forum Message <> Reply to Message

You're falling through the ground because you didn't export it into a .mix right.

Subject: Help with my map
Posted by bisen11 on Thu, 09 Dec 2004 02:17:25 GMT
View Forum Message <> Reply to Message

AHHHHHHHHHHHHH! now all the land is gone in lvl edit too!!! i might just give up. Maps hate me
-_- maybe ishould go back to my good ol freinds, drop mods.

Subject: Help with my map
Posted by bighairybear on Fri, 10 Dec 2004 13:23:23 GMT
View Forum Message <> Reply to Message

Heres a selection of ideas

On the Geometry Export Options you must have Physical set for you to be able to walk on the
terrain.

When you export the w3d is should be exported as the renegade terrain type.

When making a mix any presets that you add or modify must be done with the temp button, not
the add.

If you make the mix map using the delete unwanted files before export method then make sure
you dont delete temps db file.

Also try adding your terrain to the include files level specific list.

Hope this helps

Subject: Help with my map
Posted by Titan1x77 on Fri, 10 Dec 2004 22:10:32 GMT
View Forum Message <> Reply to Message

what is the name of your terrain .w3d?

export it as a unique w3d name and also you have to Temp it into your LE then click make.

Subject: Help with my map
Posted by bisen11 on Fri, 10 Dec 2004 22:12:26 GMT
View Forum Message <> Reply to Message

I downloaded some stuff that had all the single player bots, tanks, terrain, etc in it already....

Subject: Help with my map
Posted by icedog90 on Fri, 10 Dec 2004 23:51:47 GMT
View Forum Message <> Reply to Message

You shouldn't give up like that. Send it to somebody like me or Titan and we can fix, hopefully.