Subject: Editing M##.mix levals
Posted by Nightma12 on Mon, 02 May 2005 09:04:58 GMT
View Forum Message <> Reply to Message

i just edited one

i added 2 pedestals (with the beacon script of course), scattered the map with spawn points & PTs, a few weapon spawners, and i added HON, Bar & GDI & NOD Ref building controllers outside of the map

i upload to FDS, join game and ren crashes!

it wouldnt have anything to do with the fact that all 4 building controllers are all touching a plane of water would it? (the same plane), lol?!?!

Subject: Re: Editing M##.mix levals
Posted by ghostSWT on Mon, 02 May 2005 21:11:08 GMT
View Forum Message <> Reply to Message

how outside of the map is it?

and i don't think it would crash cause of that, i have a tiny CoOp server running and my building controllers are all over the place some in ground, mid air, on structures, crates, walls...

Can you answerer some questions:
1. Did you temp new soldieries?
2. Is your renegade crashing just b4 the your map loads?
3. Are you using Westwood M##.lvl files to make your maps or are you editing a file in the original m##.mix?
4. What M?? is it?

Subject: Editing M##.mix levals
Posted by Nightma12 on Tue, 03 May 2005 08:05:58 GMT
View Forum Message <> Reply to Message

just right outside, lol

1) Nope, just added things
2) no, it loads completely, then the scream goes black, & it crashes
3) westwood M##.lvl files
4) M01.mix, but i do intend to go though all of them

Subject: Re: Editing M##.mix levals
Posted by Oblivion165 on Tue, 03 May 2005 08:14:03 GMT
View Forum Message <> Reply to Message

Nightma12i just edited one

i added 2 pedestals (with the beacon script of course), scattered the map with spawn points & PTs, a few weapon spawners, and i added HON, Bar & GDI & NOD Ref building controllers outside of the map

i upload to FDS, join game and ren crashes!

it wouldnt have anything to do with the fact that all 4 building controllers are all touching a plane of water would it? (the same plane), lol?!?!

Building controllers can be anywhere on the entire map. Touching, inside each other whatever.

Subject: Editing M##.mix levals
Posted by ghostSWT on Tue, 03 May 2005 08:56:59 GMT
View Forum Message <> Reply to Message

if you want zip up your project folder from lvl edit with aill all the files and upload it to http://www.yousendit.com and PM me the link. I'll take a look at it.

Subject: Editing M##.mix levals
Posted by Nightma12 on Tue, 03 May 2005 16:20:48 GMT
View Forum Message <> Reply to Message

oh shit... i just relized, i forgot to put in scripts.dll!

& i havent been deleteing the folders coz i couldnt be bothered (worked b4 when i did that, lol)

could that be the problem! , lol if not ill upload to that website

---

Subject: Editing M##.mix levals
Posted by Nightma12 on Wed, 04 May 2005 17:39:42 GMT
View Forum Message <> Reply to Message

ok, it works when its a pkg, and crashes as a mix

so what folders do i delete again?

Subject: Editing M##.mix levals
Posted by Oblivion165 on Wed, 04 May 2005 17:43:23 GMT
View Forum Message <> Reply to Message

http://www.file.oblivionabre.com/LevelEdit2.exe

Use that to export the mix. REMEMBER export to your desktop, not your data folder.

Move the mix to your data folder and delete anything else that comes out.

Subject: Editing M##.mix levals
Posted by Nightma12 on Wed, 04 May 2005 18:25:00 GMT
View Forum Message <> Reply to Message

weee, and now the floors disappeared!!! :rolleyes: (in leval edit)

Subject: Editing M##.mix levals
Posted by Oblivion165 on Wed, 04 May 2005 19:01:48 GMT
View Forum Message <> Reply to Message

Well i dont know about that, this is just a ResHacked version of the original.

Has nothing to do with the Temps or Presets.

Subject: Editing M##.mix levals
Posted by __PISTOL_ on Wed, 04 May 2005 23:57:25 GMT
View Forum Message <> Reply to Message

Did you make your map from scratch? Or edit a map already made? Otherwise you export things differently.

Subject: Editing M##.mix levals
Posted by xptek on Thu, 05 May 2005 03:22:00 GMT
View Forum Message <> Reply to Message

Don't use leveledit to do it.. sigh.

Subject: Editing M##.mix levals
Posted by Nightma12 on Fri, 06 May 2005 19:50:55 GMT
View Forum Message <> Reply to Message

---

its as if the W3D dousnt want to show in leval edit

i created a new preset, and it still wont work >.<, i even created myself a new mod folder & copy + pasted the lvl files across

---

Subject: Editing M##.mix levals
Posted by Oblivion165 on Fri, 06 May 2005 19:58:05 GMT
View Forum Message <> Reply to Message

Nightma12its as if the W3D dousnt want to show in leval edit

i created a new preset, and it still wont work >.<, i even created myself a new mod folder & copy + pasted the lvl files across

What? You did just put the Leveledit2.exe next to the original, right?

Subject: Editing M##.mix levals
Posted by Nightma12 on Sat, 07 May 2005 08:18:50 GMT
View Forum Message <> Reply to Message

it wasnt caused by that, i loaded it in normal leval edit b4 i loaded it in the new one, and was like where has the floor gone? and i thought of well & loaded it in the DEV one, lol

---

Subject: Editing M##.mix levals
Posted by Nightma12 on Sat, 07 May 2005 10:38:34 GMT
View Forum Message <> Reply to Message

fixed, it was caused by me removing my M01.mix from my renegade folder!

then when i go to export to mix via leval edit DEV it hangs!

Subject: Editing M##.mix levals
Posted by Sir Kane on Sat, 07 May 2005 10:45:15 GMT
View Forum Message <> Reply to Message

For the love of god, it's "LEVEL", with "E" not "A".

Subject: Editing M##.mix levals
Posted by Renardin6 on Sat, 07 May 2005 11:15:30 GMT
View Forum Message <> Reply to Message

Yaeh Silant Kena!

Subject: Editing M##.mix levals
Posted by Nightma12 on Sat, 07 May 2005 12:02:34 GMT
View Forum Message <> Reply to Message

well, heres the mod folder

if i export to mix useing normal level edit, then ren still crashes, lol

if i use DEV to export to mix then DEV crashes!

well heres the mod folder if needed

http://www.aohost.co.uk/Mission%20Maps.zip

Subject: Editing M##.mix levals
Posted by Oblivion165 on Sat, 07 May 2005 17:22:11 GMT
View Forum Message <> Reply to Message

1. in its present condition, you can only make it a .pkg

2. You will have to load each map with LevelEdit to get the mod Pkg to show every level, not just the first 1.

3. Reinstall your renegade tools, i was able to export and play without altering anything.

Subject: Editing M##.mix levals
Posted by Nightma12 on Sat, 07 May 2005 18:06:02 GMT
View Forum Message <> Reply to Message

what did i change for it to only be a pkg

i need it to be a server-side mix

Subject: Editing M##.mix levals
Posted by Oblivion165 on Sat, 07 May 2005 20:01:13 GMT
View Forum Message <> Reply to Message

Well a mix file can only have 1 level in it. You'll have to make a new mod folder for each level you want to mix.

To make it easier copy everything except lv files over to the next mod folder, that way you have all your temps etc.

Subject: Editing M##.mix levals
Posted by Nightma12 on Sun, 08 May 2005 09:44:45 GMT
View Forum Message <> Reply to Message

ah, yeah

was u able to export it to a mix without it crashes?, it works fine as a pkg for me just crashes as a mix

---

Subject: Editing M##.mix levals
Posted by Nightma12 on Tue, 10 May 2005 15:40:23 GMT
View Forum Message <> Reply to Message

bumpage

Subject: Editing M##.mix levals
Posted by dueltommychan on Sat, 21 May 2005 18:34:14 GMT
View Forum Message <> Reply to Message

how can you make it into a .mix?i really want to know!!!

Subject: Editing M##.mix levals
Posted by a000clown on Sat, 21 May 2005 19:43:52 GMT
View Forum Message <> Reply to Message

does it matter if i use add instead of temp?

Subject: Editing M##.mix levals
Posted by WNxCABAL on Sat, 21 May 2005 19:45:25 GMT
View Forum Message <> Reply to Message

yes.
temp is for mix,
add is for modifications.

Subject: Editing M##.mix levals
Posted by Nightma12 on Sun, 22 May 2005 15:38:03 GMT
View Forum Message <> Reply to Message

ok, finally getting somewhere

i upload the normal mix & the lvl, ldd & lsd files to the data dir & it works!

just one problem, the pedestal i placed in the middle dont show up

---

Subject: Editing M##.mix levals
Posted by ghostSWT on Sun, 22 May 2005 16:43:33 GMT
View Forum Message <> Reply to Message

did you use the ped under tile ot the one under objects? try the one that's under
objects>simple>CTF_Objects.

for me the ped under the tiles didnt show up but the one under objects did

---

Subject: Editing M##.mix levals
Posted by __PISTOL_ on Mon, 23 May 2005 04:04:09 GMT
View Forum Message <> Reply to Message

hint- theres an easier easier way to load .mix map without all that junk being in the data folder...
use xcc mixer. Won't tell you exactly what to do but go from there

---

Subject: Editing M##.mix levals
Posted by ghostSWT on Mon, 23 May 2005 04:34:19 GMT
View Forum Message <> Reply to Message

__PISTOL_hint- theres an easier easier way to load .mix map without all that junk being in the
data folder... use xcc mixer. Won't tell you exactly what to do but go from there
what junk in the data folder?

Subject: Editing M##.mix levals
Posted by Cyber030 on Mon, 23 May 2005 22:24:08 GMT
View Forum Message <> Reply to Message

Ok, I am having trouble too. When I use Leveledit_Dev to export my mix file, it always comes with
an always.dbs. I can't have this because it only works for that map, and not the others. Without it,
it makes my game crash, and server listings not show up. I have already tried to "export my

terrain" to RenX. Exactly how would I do this anyways? I am done with my map, I just want it to work. Can anyone help me? (BTW: It is M11.mix that I am modding, I jus renamed it to C&C_TempleRP.mix for roleplay games that I will be hosting later).

Subject: Editing M##.mix levals
Posted by __PISTOL_ on Tue, 24 May 2005 03:11:53 GMT
View Forum Message <> Reply to Message

No use xcc mixer and open up the .mix map and replace a certain file then the map will work perfectly unless you modified presets if so you have to put the objects.ddb in the data folder along with the .mix map after you've editted it.

Subject: Editing M##.mix levals
Posted by Cyber030 on Tue, 24 May 2005 11:33:12 GMT
View Forum Message <> Reply to Message

Replace a certain file? oK....... that doesn't help. Which file?

Subject: Editing M##.mix levals
Posted by __PISTOL_ on Tue, 24 May 2005 22:57:39 GMT
View Forum Message <> Reply to Message

Ergh fine I wanted you guys to figure it out on your own replace the .ldd file in the map with the new one you've editted for the map then close and your done.

Subject: Editing M##.mix levals
Posted by Cat998 on Wed, 25 May 2005 14:54:32 GMT
View Forum Message <> Reply to Message

Just put the file into the data folder, renegade will then take the file
in the data folder instead of the one included in the .mix file

---

Subject: Editing M##.mix levals
Posted by __PISTOL_ on Wed, 25 May 2005 22:24:50 GMT
View Forum Message <> Reply to Message

I was just saying that makes things less spread out and that way its all in one;)