Subject: singleplayer level/mix
Posted by Malavik on Tue, 15 Aug 2006 00:30:21 GMT
View Forum Message <> Reply to Message

i went to westwood place, and downloaded the single player maps, i edited map9, m08.levl, added an object or two, some spawn points and exported it as a m08.mix, when i try the level everything is buggy and crashes, how can i get the file to work? also the file used to be 45megs, and now it is 5megs. used level edit, adn export as mix, so help?

Subject: Re: singleplayer level/mix
Posted by PaRaDoX on Tue, 15 Aug 2006 00:55:06 GMT
View Forum Message <> Reply to Message

Those maps R bad you want i wrout teh maps is bad

Subject: Re: singleplayer level/mix
Posted by Zion on Tue, 15 Aug 2006 02:19:35 GMT
View Forum Message <> Reply to Message

PaRaDoX wrote on Mon, 14 August 2006 19:55Those maps R bad you want i wrout teh maps is bad

Sorry to correct but i think you mean:

"the maps is bad you want i wurght this the maps is bad"

Hehe.

Subject: Re: singleplayer level/mix
Posted by LR01 on Tue, 15 Aug 2006 07:26:43 GMT
View Forum Message <> Reply to Message

Malavik wrote on Tue, 15 August 2006 02:30i went to westwood place, and downloaded the single player maps, i edited map9, m08.levl, added an object or two, some spawn points and exported it as a m08.mix, when i try the level everything is buggy and crashes, how can i get the file to work? also the file used to be 45megs, and now it is 5megs. used level edit, adn export as mix, so help?

uhm...
You never export it as M08.mix!
1. place the .ldd from you mod folder in you data
2. ore (if you want) as C&C_M08.mix

1. is for seversided...

Subject: Re: singleplayer level/mix
Posted by Zion on Tue, 15 Aug 2006 11:06:07 GMT
View Forum Message <> Reply to Message

He want's it for single player though.

Subject: Re: singleplayer level/mix
Posted by PaRaDoX on Tue, 15 Aug 2006 13:41:54 GMT
View Forum Message <> Reply to Message

you are right mero

Subject: Re: singleplayer level/mix
Posted by Oblivion165 on Tue, 15 Aug 2006 16:11:27 GMT
View Forum Message <> Reply to Message

The most likely reason it crashed is you forgot to include the terrain. All of the M0*.mix maps have the terrain inside them and not the always.dat

So get out your ren cd and drag it back in there. I agree with Lr01, use the server side meathod. It works without being a server as well.

http://www.renhelp.net/index.php?mod=Tutorials&action=vi ew&id=46

Subject: out of the blue answer
Posted by Veyrdite on Sat, 19 Aug 2006 10:16:16 GMT
View Forum Message <> Reply to Message

if any of these reasons dont work you can just try and create another leveledit file (the window at startup where you selects the mod)as the one you are using could be currupt. the renaming will probably work-it did for me.