
Subject: Convert lsd to mix

Posted by [DarkKnight](#) on Sun, 23 Nov 2008 08:35:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is it possible to convert the lsd files to mix files? if so how do you do that?

There are some nice maps in pkg files. I know how to extract the lsd files but I don't know how to convert them to mix. I was told it is possible but the person who told me this hasn't done it in awhile and can't remember how to.

Subject: Re: Convert lsd to mix

Posted by [zunnie](#) on Sun, 23 Nov 2008 12:18:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there no w3d files at all?

You could rename the map.lsd to map.lvl then setup spawners and stuff and save the map as map.lvl

A new file map.ldd will be created then, put both the .ldd and .lsd inside a map.mix and try to host the map then.

You can make mix files with xcc mixer which you can download here:

<http://ren.game-maps.net/index.php?action=file&id=334>

Just make a copy of C&C_Islands.mix

rename it to map.mix

remove all files in the map.mix using xcc

add in the map.lsd and map.ldd

host the map and see if it works.

I havent tried this so this might not work.

If you need help i am on irc.mp-gaming.com in channel #mp-apb if you want to talk to me in person about this.

If you can get this to work i'll also add the map to the ubermapack.

Subject: Re: Convert lsd to mix

Posted by [DarkKnight](#) on Sun, 23 Nov 2008 16:38:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes all the files are there. I just assumed the lsd was the only one you needed. Basically I'm trying to take a pkg file and get the map out of it to play on a server.

I'm also looking for maps that someone might have made and is left on their pc but the links are

long dead.

Subject: Re: Convert Isd to mix
Posted by [Altzan](#) on Sun, 23 Nov 2008 18:54:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was considering doing something similar - I was going to open a pkg mod somebody made and edit the maps to have bots in them.

I tried what you said, zunnie, but more than half of the level is gone, only building interiors and the random tree here or there.

Also I peeked into the buy menu (which had a few new vehicles) and saw the field for name and object were empty, rendering the buying process impossible.

So basically, I have no idea how to open pkg's for use in LevelEdit either.

Subject: Re: Convert Isd to mix
Posted by [zunnie](#) on Sun, 23 Nov 2008 20:10:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are w3d files in PKG mods mostlikely.
Extract the W3D files to the /levels/ folder of your leveledit
Then "temp" a terrain preset and select the w3d you extracted.
"Make" it and then the terrain should showup, you can then set it
up like you want and save the map under a different name.
People will have to download it to play though but thats obvious.

Subject: Re: Convert Isd to mix
Posted by [DarkKnight](#) on Mon, 24 Nov 2008 03:08:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you for your help but I'm a noobie at this and what you said is all foreign to me. I was hoping it was a simple conversion but I got a lot to learn.

Subject: Re: Convert Isd to mix
Posted by [Altzan](#) on Mon, 24 Nov 2008 03:32:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Sun, 23 November 2008 14:10There are w3d files in PKG mods mostlikely.
Extract the W3D files to the /levels/ folder of your leveledit
Then "temp" a terrain preset and select the w3d you extracted.

"Make" it and then the terrain should show up, you can then set it up like you want and save the map under a different name. People will have to download it to play though but that's obvious.

Yeah, there were w3d's in there but not as many as there should be, same for lsd files. I decided the effort of trying to unravel it all is too difficult to mess with. Thanks for the help zunnie, regardless.

Hope you can figure out your problem, DarkKnight.

Subject: Re: Convert lsd to mix
Posted by [nopol10](#) on Mon, 24 Nov 2008 07:33:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

You'll need the .lvl files which are normally not included in the pkg. To get them, you can use LevelRedit to reconstruct the .lvl files.

LevelRedit by Yrr: <http://www.renhelp.net/downloads/LevelRedit.zip>

To use LevelRedit on pkg mods, find the name of the .lsd file that is the map you want to convert. Rename your .pkg file to name-of-lsd-map.mix and then run LevelRedit on that. It will create a folder with all the necessary stuff including the .lvl file with all the presets and objects present in the original map accessible.

Subject: Re: Convert lsd to mix
Posted by [zunnie](#) on Mon, 24 Nov 2008 15:54:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:

Yeah, there were w3d's in there but not as many as there should be, same for lsd files. I decided the effort of trying to unravel it all is too difficult to mess with. Thanks for the help zunnie, regardless.

Hope you can figure out your problem, DarkKnight.

You have a download link for me for the pkg mod you are talking about, I can always have a look at it.

Subject: Re: Convert lsd to mix
Posted by [Altzan](#) on Mon, 24 Nov 2008 22:26:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Mon, 24 November 2008 09:54 You 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

Subject: Re: Convert lsd to mix

Posted by [DarkKnight](#) on Mon, 24 Nov 2008 22:32:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

DM-Reaver I believe is the owner of that, you could always ask him about it as well.

Subject: Re: Convert lsd to mix

Posted by [zunnie](#) on Mon, 24 Nov 2008 23:56:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

C&C_NitroBigWalls
C&C_NitroCanyon
C&C_NitroCity
C&C_NitroComplex

C&C_NitroDamm
C&C_NitroField
C&C_NitroForgotten_Town
C&C_NitroGlacier
C&C_NitroGobi
C&C_NitroHourglass
C&C_NitroIslands
C&C_NitroMesa
C&C_NitroPacific
C&C_NitroRampage
C&C_NitroSand
C&C_NitroSiege
C&C_NitroTobruk
C&C_NitroTropics
C&C_NitroUnder
C&C_NitroUnderpass
C&C_NitroUphill
C&C_NitroVolcano
C&C_NitroWalls

These modded maps can already be downloaded from game-maps.net
He modded them to suit the nitro mod, they are not new maps, you
can find them under maps and in the ubermappack on game-maps.net already.

Subject: Re: Convert lsd to mix
Posted by [Altzan](#) on Tue, 25 Nov 2008 00:21:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Mon, 24 November 2008 17:56 These modded maps can already be downloaded
from game-maps.net
He modded them to suit the nitro mod, they are not new maps, you
can find them under maps and in the ubermappack on game-maps.net already.

Thanks Zunnie, I appreciate it

Subject: Re: Convert lsd to mix
Posted by [Reaver11](#) on Tue, 25 Nov 2008 00:52:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Mon, 24 November 2008 16:26 zunnie wrote on Mon, 24 November 2008
09:54 You 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 .Isd 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 .Isd 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 terrain 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

Subject: Re: Convert Isd to mix
Posted by [DarkKnight](#) on Tue, 25 Nov 2008 07:24:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Mon, 24 November 2008 18:52Altzan 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 .Isd 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 terrain 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

lol well do you want to make me some new maps then ?

Subject: Re: Convert lsd to mix
Posted by [Reaver11](#) on Tue, 25 Nov 2008 17:11:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Darkknight wrote on Tue, 25 November 2008 01:24Reaver11 wrote on Mon, 24 November 2008 18:52Altzan 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 .Isd 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 .Isd files to a mix file.

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

Inside the pkg should be a terrain 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

lol well do you want to make me some new maps then ?

If you could send me some designs then I will give it a spin. I will probably also use those maps in the nitro

If you want to have some of the normal buildings extended like the mini adv pp then I can do it too.

Subject: Re: Convert lsd to mix
Posted by [DarkKnight](#) on Tue, 25 Nov 2008 17:27:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ill pm you on renzor and try and catch you on ts
