
Subject: LVL Files !

Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 17:49:14 GMT

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Hmm I want to edit the map "C&C_City_Flying" but I can't find the .lvl file of it

So can anyone post all .lvl files of all C&C maps please?

Subject: Re: LVL Files !

Posted by [Player](#) on Tue, 16 Jun 2009 17:52:05 GMT

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Multiplayer Level Files

<http://ren.game-maps.net/index.php?act=view&id=522>

Subject: Re: LVL Files !

Posted by [LeeumDee](#) on Tue, 16 Jun 2009 17:54:40 GMT

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Of course city flying isn't in the zip.....

Subject: Re: LVL Files !

Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 18:15:48 GMT

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and how to get flying.lvl maps?

Subject: Re: LVL Files !

Posted by [CarrierII](#) on Tue, 16 Jun 2009 18:32:09 GMT

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LevelReEdit by Yrr, I think...

Subject: Re: LVL Files !

Posted by [mrÅ£Å\\$Ä-z](#) on Tue, 16 Jun 2009 18:32:42 GMT

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Reborn posted the Flying LVL's somewhere.

Subject: Re: LVL Files !

Posted by [Gen_Blacky](#) on Tue, 16 Jun 2009 18:44:09 GMT

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open city lvl file then go to

terrain>mlevels>C&C_City

add the flying includes then make the map flying and your done.

Subject: Re: LVL Files !

Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 18:44:58 GMT

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Gen_Blacky wrote on Tue, 16 June 2009 20:44open city lvl file then go to

terrain>mlevels>C&C_City

add the flying includes then make the map flying and your done.

ahh thanks you're pro

but I want them from "reborn"

Subject: Re: LVL Files !

Posted by [LeeumDee](#) on Tue, 16 Jun 2009 19:54:17 GMT

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just download LevelRedit. Convert your mix into a lvl file.

Subject: Re: LVL Files !

Posted by [Gen_Blacky](#) on Wed, 17 Jun 2009 03:11:43 GMT

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LeeumDee wrote on Tue, 16 June 2009 14:54just download LevelRedit. Convert your mix into a lvl file.\

levelredit breaks alot had so many problems with it.

Subject: Re: LVL Files !

Posted by [cAmpa](#) on Wed, 17 Jun 2009 03:22:48 GMT

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Gen_Blacky wrote on Wed, 17 June 2009 05:11LeeumDee wrote on Tue, 16 June 2009 14:54just download LevelRedit. Convert your mix into a lvl file.\

levelredit breaks alot had so many problems with it.

I converted like 30 maps with LevelRedit, had never a problem with it.

Subject: Re: LVL Files !

Posted by [YazooGang](#) on Wed, 17 Jun 2009 05:16:56 GMT

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1. LevelReEdit gets errors sometimes when the objects.ddb doesnt match with the map.
2. When using C&C_City or C&C_Walls and putting the terrain stuff for upstairs stuff, it will make you end up with a map that cant let you buy flying vehs. So be sure to goto Edit->Level Setting and check Allow Flying Vehicles.

If going to Level setting ends up crashing your level editor, then goto the properties of level edit .exe and goto the "Compatibility" tab. There you will see some unchecked boxes. Check the "Disable Visual Themes" and hit Ok. Next time you goto the Level Settings, your level edit wont crash.

Old but eh:P

Subject: Re: LVL Files !

Posted by [Gen_Blacky](#) on Wed, 17 Jun 2009 05:50:52 GMT

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cAmpa wrote on Tue, 16 June 2009 22:22Gen_Blacky wrote on Wed, 17 June 2009 05:11LeeumDee wrote on Tue, 16 June 2009 14:54just download LevelRedit. Convert your mix into a lvl file.\

levelredit breaks alot had so many problems with it.

I converted like 30 maps with LevelRedit, had never a problem with it.

Its great for serverside maps but not so great for client side.I always have to remake everything that levelredit did and causes some other problems on other maps that cant be fixed.

Subject: Re: LVL Files !

Posted by [Reaver11](#) on Wed, 17 Jun 2009 20:38:02 GMT

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The part as far as I know you will always have to redo with levelre-edit is the visibilty system and sometimes the pathfinding.
