Subject: A Level Editor Bug.
Posted by roszek on Mon, 02 Apr 2012 13:19:34 GMT

View Forum Message <> Reply to Message

If I Modify the purchase settings so I can use my own characters and then Export To Mix, I get invisible characters that don't move.

But if I Export Mod Package as "C&C_WhatEver.mix" it works fine.

The same problem happens with vehicles.

File Attachments
1) le_glitch.jpg, downloaded 1229 times

Subject: Re: A Level Editor Bug.
Posted by jonwil on Mon, 02 Apr 2012 13:26:43 GMT
View Forum Message <> Reply to Message

Its not a bug. Its normal that if you modify existing presets (as opposed to making temp presets) the changes wont work if you export to a .mix file.

Subject: Re: A Level Editor Bug.
Posted by roszek on Mon, 02 Apr 2012 14:02:17 GMT
View Forum Message <> Reply to Message

But they were temped.

Edit: also I'm saying that it does work as a mix file but only if I do it the old way (with the quotes).

Subject: Re: A Level Editor Bug.
Posted by jonwil on Mon, 02 Apr 2012 15:18:16 GMT
View Forum Message <> Reply to Message

ok, can you export this level you are working on with "Export to Mix" and name it with one filename, then export the level again with "Export Mod Package" like you said and post (or send me) both mix files?

EDIT: Can you also post/send me the complete leveledit folder for this level?

Subject: Re: A Level Editor Bug.
Posted by Jerad2142 on Mon, 02 Apr 2012 16:09:27 GMT
View Forum Message <> Reply to Message

It's just not exporting the .w3d files. Add your character's w3d file to an object's dependencies and then export, it'll work fine.

Level editor is only smart enough to export the .w3d in the .mix if it has been placed on the level, or is listed on a placed object's dependencies.

When you do the ".mix" thing its just exporting it as it would a package, this forces it to export all the files whether it uses them or not.

Subject: Re: A Level Editor Bug.
Posted by roszek on Mon, 02 Apr 2012 16:38:09 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Mon, 02 April 2012 09:09It's just not exporting the .w3d files. Add your character's w3d file to an object's dependencies and then export, it'll work fine.

Level editor is only smart enough to export the .w3d in the .mix if it has been placed on the level, or is listed on a placed object's dependencies.

When you do the ".mix" thing its just exporting it as it would a package, this forces it to export all the files whether it uses them or not.

your right, i looked in the mix with XCC and the w3d was not there.

I'm not sure what you mean by: "Add your character's w3d file to an object's dependencies". Can

---

you explain further?

Subject: Re: A Level Editor Bug.
Posted by Jerad2142 on Mon, 02 Apr 2012 16:49:16 GMT
View Forum Message <> Reply to Message

roszek wrote on Mon, 02 April 2012 10:38Jerad Gray wrote on Mon, 02 April 2012 09:09It's just not exporting the .w3d files. Add your character's w3d file to an object's dependencies and then export, it'll work fine.

Level editor is only smart enough to export the .w3d in the .mix if it has been placed on the level, or is listed on a placed object's dependencies.

When you do the ".mix" thing its just exporting it as it would a package, this forces it to export all the files whether it uses them or not.

your right, i looked in the mix with XCC and the w3d was not there.

I'm not sure what you mean by: "Add your character's w3d file to an object's dependencies". Can you explain further?
If you go in and edit an object's preset, you see a tab called Dependencies, if you add your w3d models to that list, accept your changes, and then place it on the level, Level editor will export the w3d model (Westwood usually seems to have attached the w3d's to the purchase settings dependencies tab).

Subject: Re: A Level Editor Bug.
Posted by roszek on Mon, 02 Apr 2012 17:21:17 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Mon, 02 April 2012 09:49roszek wrote on Mon, 02 April 2012 10:38Jerad Gray wrote on Mon, 02 April 2012 09:09It's just not exporting the .w3d files. Add your character's w3d file to an object's dependencies and then export, it'll work fine.

Level editor is only smart enough to export the .w3d in the .mix if it has been placed on the level, or is listed on a placed object's dependencies.

When you do the ".mix" thing its just exporting it as it would a package, this forces it to export all the files whether it uses them or not.

your right, i looked in the mix with XCC and the w3d was not there.

I'm not sure what you mean by: "Add your character's w3d file to an object's dependencies". Can you explain further?
If you go in and edit an object's preset, you see a tab called Dependencies, if you add your w3d models to that list, accept your changes, and then place it on the level, Level editor will export the

---

w3d model (Westwood usually seems to have attached the w3d's to the purchase settings dependencies tab).

I did get it to work! thanks Mr. Gray