
Subject: weird converting situation:S
Posted by [Bidbood](#) on Tue, 22 Apr 2003 14:18:24 GMT
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Hi, i'm new here but i have a question,

i just made my first map and i converted to .mix, but it doesn't work! (anyways the pkg works fine:S) when i start up renegade and start a new game with my .mix map i come in a level with nothing:S only blue sky and i keep falling does somebody maybe know what i did wrong:S

Subject: weird converting situation:S
Posted by [Captkurt](#) on Tue, 22 Apr 2003 15:43:16 GMT
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Did you use a Tutorial?, it's hard to help you if we don't know what you did or didn't do. if you did use a Tutorial, which one? then I may be able to help you.

Subject: weird converting situation:S
Posted by [Bidbood](#) on Tue, 22 Apr 2003 16:11:53 GMT
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no i quit with the map i make a new one

Subject: weird converting situation:S
Posted by [Bidbood](#) on Tue, 22 Apr 2003 16:51:39 GMT
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oh, somebody just send me the working mix file of my Dm temple just ask halo what he thinks about it:S

Subject: weird converting situation:S
Posted by [Nightma13](#) on Tue, 22 Apr 2003 16:53:08 GMT
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your've got to put the C&C_ prefix b4 it

Subject: weird converting situation:S
Posted by [Bidbood](#) on Tue, 22 Apr 2003 16:54:39 GMT
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what do you mean?:S

Subject: weird converting situation:S

Posted by [Nightma13](#) on Tue, 22 Apr 2003 18:10:23 GMT

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the map has to be named C&C_*MAPNAME*.mix

Subject: weird converting situation:S

Posted by [Bidbood](#) on Tue, 22 Apr 2003 19:02:18 GMT

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yup i have but i converted finally no bugs only somebody has to test the beta and ask what halo thinks about it
