
Subject: A lot of things to .mix..
Posted by [xpontius](#) on Fri, 07 Nov 2003 17:48:51 GMT
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The TS map Im working on no matter how careful i try not to press mod, it still crashes in renegade. When i tried to export it under a different name-(first it was "C&C_TS_Stronghold.mix" that crashed) Then i tried "C&C_TS_Strongholdx.mix" just to see what would happen. I got the blue void that time for some reason. Does anyone know about this, if there is a certain way or something when exporting. Nothing like this happened when i did Pacific. I had restarted the LE process a few days ago with it, put in all the BASIC stuff, spawners, beacons, waypaths etc. Then I temped a silo roof for both GDI and NOD. I did only one gdi silo top the first time and exported it and it worked. Then when i put all 4 silo tops on it exported it and it crashed and would keep crashing. Im confuzzed

Subject: A lot of things to .mix..
Posted by [Cpo64](#) on Fri, 07 Nov 2003 18:00:06 GMT
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You must have the same name for your level as for you mix... so if the name of your level is C&C_blahblah.lvl, they you must export it as C&C_blahblah.mix

Subject: A lot of things to .mix..
Posted by [xpontius](#) on Fri, 07 Nov 2003 19:59:27 GMT
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It was but it was still screwed in ren after i tested the first time temping for silos. Are you only alloted one export for this kind of stuff or something?

Subject: A lot of things to .mix..
Posted by [Nightma12](#) on Fri, 07 Nov 2003 20:25:10 GMT
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did you delete the files in your mod folder? that can make it crash sometimes

Subject: A lot of things to .mix..
Posted by [Cpo64](#) on Fri, 07 Nov 2003 20:39:46 GMT
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Do you have more then one lvl file in the mix?

Subject: A lot of things to .mix..
Posted by [General Havoc](#) on Fri, 07 Nov 2003 22:40:31 GMT
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Don't follow the "dodgy" tutorial on Renhelp about making MIX format maps. It tells you to delete the presets folder, which you should no do, you must delete the contents of the presets folder except temps20.ddb.

Subject: A lot of things to .mix..
Posted by [xpontius](#) on Mon, 10 Nov 2003 15:50:03 GMT
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Quote:Don't follow the "dodgy" tutorial on Renhelp

Thx for telling me I did it over weekend and it seems to have stopped my map from crashing although now nothing that is temped shows up when i update. Am I supposed to leave the characters and always folders in as well?

Subject: A lot of things to .mix..
Posted by [Aircraftkiller](#) on Mon, 10 Nov 2003 23:51:33 GMT
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General HavocDon't follow the "dodgy" tutorial on Renhelp about making MIX format maps. It tells you to delete the presets folder, which you should no do, you must delete the contents of the presets folder except temps20.ddb.

Umm, no...

Delete the folders mentioned, then undo the delete when you've exported the level.

Rather simple, huh? I've done this all the time for the past year.

Subject: A lot of things to .mix..
Posted by [General Havoc](#) on Tue, 11 Nov 2003 16:07:24 GMT
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AircraftkillerGeneral HavocDon't follow the "dodgy" tutorial on Renhelp about making MIX format maps. It tells you to delete the presets folder, which you should no do, you must delete the contents of the presets folder except temps20.ddb.

Umm, no...

Delete the folders mentioned, then undo the delete when you've exported the level.

Rather simple, huh? I've done this all the time for the past year.

Um no. If you do that you will have exported a level to MIX format without any custom presets in. If you delete the temps20.ddb where the hell are you going to get your temps from eh?

Subject: A lot of things to .mix..

Posted by [Aircraftkiller](#) on Tue, 11 Nov 2003 22:45:34 GMT

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Quoth the Dante, "uhmm..."

The temporary preset database comes from the Levels folder. It is called whatever your level is named...

For example, C&C_BasinTS.ddb.

There is no temps20.ddb located in any *.mix file unless you forced it to be exported with it. Go check out any of my levels with custom changes - all of them have *levelname*.ddb inside.

Subject: A lot of things to .mix..

Posted by [General Havoc](#) on Tue, 11 Nov 2003 23:07:25 GMT

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Yes but I was assuming that the level had not been saved yet. If you have saved it once then it is fine. I delete all the files except the.lvl file before exporting so the save rebuilds any changes to the db and then export.

I was working with 20+ backups of the level when I did it as the scripts can wreck the map if you do them wrong so I got into the habit of deleting all the LVLs and re-saving the maps, which pulls the temps from the temps20.ddb into your level db.

But yes - you are correct in that it does work if you have saved before the export.

Subject: A lot of things to .mix..

Posted by [xpontius](#) on Thu, 13 Nov 2003 17:03:30 GMT

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Ok I did several different combinations of exporting, but so far crashing only.

Open LE

Go to LE folder and then mod folder then delete presets, always, characters(also tried just leaving temps in again)

Load TS_Stronghold, made sure everything was the same name

Save

Export as "C&C_TS_Stronghold.mix"

Close LE

Go to recycling and restore all deleted material for LE

Ive done this several times in different arrangements

Quote>Delete the folders mentioned, then undo the delete when you've exported the level.

Rather simple, huh? I've done this all the time for the past year.

What folders did you specify?

If it appears I did something in the wrong way plz correct me.

Its just that in Pacific I didnt temp anything and worked fine and now its bugging me that this crashes

Subject: A lot of things to .mix..

Posted by [xpontius](#) on Sat, 15 Nov 2003 05:03:55 GMT

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