Subject: How to save a map in .mix?
Posted by Anonymous on Thu, 24 Oct 2002 08:09:00 GMT
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As stated by YSLMUFFINS:Make a MixYou want to know how to make a .mix? Easy. You have to do it from Level Edit. Save you map with whatever name you want your map to have, it has to start with C&C_(your name here). Then open up your mod folder and delete all the folders except Levels and Scripts. Also make sure all of the .w3d files you used are in the main mod folder. (When you make a .mix you can't customize any of the units, only use the default settings) Next go back to Level Editor and goto export. Name your mod something like "C&C_Map.mix" (and yes you need the quotation marks)The users who create maps must save their levels as C&C_Something and extract it to a package called C&C_Something.pkg and rename it to C&C_Something.mix Hypothetically it works, but I haven't done thorough testing on it. And what if you don't name it C&C_Anything?!Also - Greg said you can add your own presets (with the new mod tools)Ok, I haven't tried this because, to be honest, we never forsaw people re-packaging their mod levels to be mix files. Anyway, one of the changes I made in the latest version of the level editor Renegade should allow you guys to create mix file maps that have new presets in them. Here's how it works. In the level editor if you create presets using the "Temp" button, those presets will be stored in a separate DBS file that has the same name as your map. If you just make sure this file is in your MIX file, your level should work. Remember though, *only* TEMP presets will come through this way. hope this helps [October 24, 2002, 08:12: Message edited by: StoneRook]