
Subject: Re: Mix Maps

Posted by [Blazea58](#) on Sun, 04 Feb 2007 02:22:27 GMT

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Personally i find this an easy process even with the original level edit which i still use to this day. First off make the name of your W3d C&C_namehere and then make sure your mod package follows this suit.

If you plan to do scripts and heavy modding,it would be a good time to go into C:Program Files/Renegade public tools/C&C_namehere and make sure you make a new folder called Scripts2.

Edit your map like you would, and when you are ready hit save, and then save as, and be sure to use that same name yet again.

When your finally ready to export even though it says pkg format as the file type just type in with quotes even "C&C_namehere.mix" and then hit export. The map will compile and you will now see in your ren maps a new mix and it should work and have you spawning as you want.

Hope this helps, i am not a level edit junky so i cannot help you within the advanced portions of it lol.
