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Subject: Re: crap after generating vis

Posted by [IronWarrior](#) on Thu, 30 Aug 2007 16:26:15 GMT

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Yrr wrote on Thu, 30 August 2007 11:19IronWarrior wrote on Thu, 30 August 2007 12:34I don't think he be releasing any such program, I don't think it can work, if it could, why has no one ever made one before?

Because it is quite complicated since you have to know much of the .lzd, .lzd and .lzd data format to make that possible. I'm looking forward for a first backward-conversion test soon. And I'm not sure wether I should make it a stand-alone program, or a LevelEdit plugin.

Well we will see, if you ever do make something that does it, I would welcome it, I been busy working on .lzd files lately and using something that can covert an .mix to an .lzd would save alot of time.

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