
Subject: Status: .mix -> .lvl converter

Posted by [Yrr](#) on Sun, 09 Sep 2007 02:41:53 GMT

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Hello together!

As some of you may know, I am working on a tool to recreate LevelEdit packages for Renegade maps (.mix to .lvl). It's a pretty hard work, but I'm coming along with it quite fast.

I attached a first .lvl demonstration to this post. I used Skirmish00.mix, since it's not a custom map and no-one has the LevelEdit file for it (afaik).

The following things are on the ToDo:

- Import light-scape object parameters.

- Import ambient light parameters.

- Attach scripts to objects (only spawners have scripts attached yet).

- Assign waypath to their correct preset (if possible).

- Maps which don't have their terrain w3d file(s) included do not have a terrain after conversion.

- Editor only objects are not present. I'm not sure whether they are included in the .lsd file or not

- Rename objects to include the preset's name.

- Import custom scripts.dll, if present.

- Add a GUI

I also need a name for that tool and suggest 'LevelRedit'.

Greetings,

Yrr

File Attachments

1) [Skirmish00.zip](#), downloaded 137 times
