
Subject: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 02:41:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 220 times
