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Subject: Re: Status: .mix -> .lvl converter

Posted by [Oblivion165](#) on Sun, 09 Sep 2007 09:15:51 GMT

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IMO this is one of the two last things we need for renegade. The other is auto map download but this is for sure needed.

@Protecting the files: Would be too easy with hex editors to change any kind of protection.

For instance convert M01.mix then save it with the encryption method, use a binary compare tool and you will know exactly what you need to remove the blocker.

@SK: Worried about your vast amount of maps? This tool needs to be made. Just converting the skirmish map back to source would give us tons of info on bots that we haven't discovered in the years we've been here.

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