

---

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

Posted by [Jerad2142](#) on Sun, 09 Sep 2007 18:59:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here is the main thing, how often does it happen that you lose the level edit files and not the mix files. I lose the mix way more often than the level edit, this because every time you reinstall the game it will remove all your .mix and .pkg files in the data directory. And if you have to format your hard drive you lose it all anyways, so tell me how you lose the level edit files without purposely deleting them (okay, besides what happened to my first 15 mods, the client had the package and I had to format my hard drive so I lost all the level edit files. And until recently I had the .pkg, but then I uninstalled and then I reinstalled Renegade, and now they are all gone. Don't ask where the back ups on my other computers went, they must just have got lost over time. But that's okay I guess, it's things like that that force you to move on and make something better).

Yrr wrote on Sun, 09 September 2007 06:32@Dthdealer: The missing light information are the parameters for every light object in the editor (color, type, etc.).

Something like this also happens if you copy and paste a light, it will not generate the lighting correctly unless you actually go into the lights settings and open up the lighting tab. Then the lighting will be generated correctly and stuff (even though it doesn't generate the lighting correctly, the settings are still correct in the light).

---