
Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 22:44:13 GMT
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Hello together, here is the next status update!

Changes: Lightscape object parameters will now be imported.
Ambient light color will now be imported.
Scripts will now be attached to objects.
Maps should now have the correct terrain.
Objects will now be renamed to make them easier to identify.
Pathfind Generator objects will now be created in front of every carmaker (vehicle factories and refineries).

Things that can definitely not be done: Manual Vis Points cannot be imported.
Editor Only Objects (Pathfind Blockers) cannot be imported.

I uploaded the recreated editor packages for three maps so that you can test them by yourself:
Skirmish00, C&C_City_Flying, C&C_Walls_Flying

Don't forget to compute lightning vertex solve and to generate pathfind sectors before using the map. You should add new vis points to improve the in-game frame rate.

Greetings,
Yrr
