Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by IronWarrior on Fri, 14 Sep 2007 18:56:50 GMT

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<LevelRedit v1.00>

Started log output at 2007-09-14 19:54:05

Loading default preset database 'data\objects.ddb'...

Converting map 'Z:\Games\Westwood\RenegadeFDS\AOWServer\Data\C&C_FieldTS.mix'...

Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

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ERROR: Skipping map because of too many warnings.

Conversion finished (1 error, 20 warnings)!

Finished log output at 2007-09-14 19:54:08

Got this today, when I'll was trying to convert an modded FieldTS.mix

Still made an .lvl file which opened.