
Subject: Re: Convert lsd to mix

Posted by [zunnie](#) on Sun, 23 Nov 2008 12:18:59 GMT

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Is there no w3d files at all?

You could rename the map.lsd to map.lvl then setup spawners and stuff and save the map as map.lvl

A new file map.ldd will be created then, put both the .ldd and .lsd inside a map.mix and try to host the map then.

You can make mix files with xcc mixer which you can download here:

<http://ren.game-maps.net/index.php?action=file&id=334>

Just make a copy of C&C_Islands.mix

rename it to map.mix

remove all files in the map.mix using xcc

add in the map.lsd and map.ldd

host the map and see if it works.

I havent tried this so this might not work.

If you need help i am on irc.mp-gaming.com in channel #mp-apb if you want to talk to me in person about this.

If you can get this to work i'll also add the map to the ubermappack.
