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Subject: Re: A Level Editor Bug.

Posted by [roszek](#) on Mon, 02 Apr 2012 17:21:17 GMT

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Jerad Gray wrote on Mon, 02 April 2012 09:49:roszek wrote on Mon, 02 April 2012 10:38:Jerad Gray wrote on Mon, 02 April 2012 09:09:It's just not exporting the .w3d files. Add your character's w3d file to an object's dependencies and then export, it'll work fine.

Level editor is only smart enough to export the .w3d in the .mix if it has been placed on the level, or is listed on a placed object's dependencies.

When you do the ".mix" thing its just exporting it as it would a package, this forces it to export all the files whether it uses them or not.

your right, i looked in the mix with XCC and the w3d was not there.

I'm not sure what you mean by: "Add your character's w3d file to an object's dependencies". Can you explain further?

If you go in and edit an object's preset, you see a tab called Dependencies, if you add your w3d models to that list, accept your changes, and then place it on the level, Level editor will export the w3d model (Westwood usually seems to have attached the w3d's to the purchase settings dependencies tab).

I did get it to work! thanks Mr. Gray

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