
Subject: Re: 4.3 RC3, maps and DA

Posted by [dblaney1](#) on Mon, 23 Jan 2017 17:52:18 GMT

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XD_ERROR_XD wrote on Mon, 23 January 2017 07:11jonwil wrote on Sun, 22 January 2017 13:55The other big issue is the lack of any .lvl file at all for Walls Flying and City Flying. Again, I could use levelredit to re-create those but I would rather not use that piece of crap (and more to the point spend ages massaging the output of levelredit into something usable)

I don't think this will bring you very far, but what if you extract the .ldd, .lsd and .ddb files from the "fixed" .mix files, rename them to a random stock renegade map (use the v1.037 versions maybe?) of which you do have the .lvl file, and open them this way with LevelEdit? Maybe you could get a few results with this.

Either way, best of luck to you.

The leveledit contain everything for the ldd and lsd in a different format. The only external file they use are the ddb files.
