Subject: Presets in .mix files: Reloaded
Posted by Javaxcx on Sat, 19 Feb 2005 16:58:16 GMT

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I've checked out Laeubi's tutorials and the thread just a few posts down, but none seem to address my problem... (at least specifically).

The Complex_DM map I've been working on has some preset changes made to it. Specifically, respawn times for weapons and some weapons have been altered. However, when I export the pkg file and convert it to .mix (or even save it AS a .mix file when I export it), the presets don't hold. That is, we have a railgun spawning instead of a repair gun in a certain area, and in the .mix file, the repair gun spawns and not the railgun. If we run the .pkg file, everything is as it's supposed to be, but when we run it as a .mix, everything otherwise resets.

Any assistance would be greatly appreciated.

Subject: Presets in .mix files: Reloaded
Posted by Sanada78 on Sat, 19 Feb 2005 18:14:33 GMT

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Are you just editing the presets?

If you want it as a .mix file, the presets you want to change have to be "temped". Select the preset you want to change, hit the "Temp" button at the bottom of the list. A window will then appear. In "Name" put whatever you want OR copy the name of the preset you temped into it to replace it completely. Then edit the settings or whatever you want to change and then hit "Make".

Subject: Presets in .mix files: Reloaded
Posted by Javaxcx on Sat, 19 Feb 2005 18:24:05 GMT

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Hmm... I'll give the temps a try. Thanks