Subject: new level decompiler
Posted by cipon on Sun, 11 Dec 2005 20:22:36 GMT
View Forum Message <> Reply to Message

i was searching on google for ren level decompiler i forgot the link but it decompiles the level in to a easy directory to use for level edit

Subject: Re: new level decompiler
Posted by Viking on Sun, 11 Dec 2005 20:26:57 GMT
View Forum Message <> Reply to Message

Pritty mmuch usless post unless you give a link.

Subject: Re: new level decompiler
Posted by danpaul88 on Mon, 12 Dec 2005 00:58:45 GMT
View Forum Message <> Reply to Message

ripping off other peoples work is not the right thing to do... if you insist on doing it make sure you at leasy credit them with it

Subject: Re: new level decompiler
Posted by BlazeDragoon on Thu, 19 Jan 2006 03:28:11 GMT
View Forum Message <> Reply to Message

Err wait what..?Decompilse the .mix or what?Give me more detail for I am lost:|.If this is what I'm hoping(probley not)I might be able to use it for my old stuff.

Subject: Re: new level decompiler
Posted by Oblivion165 on Thu, 19 Jan 2006 03:31:58 GMT
View Forum Message <> Reply to Message

LevelEdit can alreay import everything from a mix into a working .lvl, the only problem with it is that it makes the entire terrain one solid.

So a humvee on the ground is now part of the ground and is unselectable.

Subject: Re: new level decompiler
Posted by BlazeDragoon on Thu, 19 Jan 2006 09:10:55 GMT
View Forum Message <> Reply to Message

Hmm...Well say if I had waypoints and such..would they be gone?

Subject: Re: new level decompiler
Posted by Oblivion165 on Thu, 19 Jan 2006 23:47:07 GMT
View Forum Message <> Reply to Message

Yes and no, they will function just like they did, but again un-editable.

Subject: Re: new level decompiler
Posted by BlazeDragoon on Fri, 20 Jan 2006 12:14:06 GMT
View Forum Message <> Reply to Message

Damn...maybe this will still be useful I have a map I had awhile ago,and it had a few preset related bugs which I could fix and then a fps issue,cause back then I was dumb and removed the vis and forgot to add that...If you don't mind can you possibly give me a mini-howto on how to do this=/?I think I have an idea but just to check.

Subject: Re: new level decompiler
Posted by Oblivion165 on Fri, 20 Jan 2006 19:46:49 GMT
View Forum Message <> Reply to Message

Well its been awhile but generally you just rename your .lsd or .ldd to .lvl, and then you use the DEV menu to import dynamic objects...witch it your remaining .lsd or .ldd, whichever didnt have the terrain and lighting in it.

Subject: Re: new level decompiler
Posted by BlazeDragoon on Sat, 21 Jan 2006 01:19:11 GMT
View Forum Message <> Reply to Message

Right I did the rename part but not the importing dynamic objects part.Thanks I'm gonna see if this can help me,just double checking if I did this and exported it would be the same map right?

Subject: Re: new level decompiler
Posted by EA-DamageEverything on Mon, 23 Jan 2006 08:19:56 GMT
View Forum Message <> Reply to Message

cipon wrote on Sun, 11 December 2005 21:22i was searching on google for ren level decompiler i forgot the link but it decompiles the level in to a easy directory to use for level edit
Google for RenegadeExtractor or XCCmixer. But like the other wrote, you can do this right with LevelEdit...