

---

Subject: .mix map problems.

Posted by [Spetz5](#) on Wed, 07 Jun 2006 23:25:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, once again I am requesting help, this time its with .mix maps. I have attempted to do a .mix map, but there is a new model in it, and its skin is not in the renegade data folder, but is in my level edits editorcache folder. In-game it does not show the skin, but in LE it does. How do you get .mix maps to export with the textures included? I have seen many maps with new units in them, and they all have textures, what am I doing wrong?

---

---

Subject: Re: .mix map problems.

Posted by [N1warhead](#) on Thu, 08 Jun 2006 01:19:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Did you Temp the model ???

You dont hit Add, your suppose to hit Temp then select ur object the same way you would with Add...

Hoped that helped.

Regards - Terminator | A new fate mod team.

---

---

Subject: Re: .mix map problems.

Posted by [Spetz5](#) on Thu, 08 Jun 2006 20:32:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Putting the models into the map is no problem, Exporting the map with them is no problem, My only problem is in-game these new models have no textures. When I export the map, it does not export the new textures with it, How might I change this?

-----  
edit - Never mind, I found my problem, Since I'm using the newer version for Level edit, the .mix export option will not export texture files, so I am forced to do it the older way.

---

---

Subject: Re: .mix map problems.

Posted by [JeepRubi](#) on Fri, 09 Jun 2006 00:08:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Put them in afterwards using renegadex

---

File Attachments

---

1) [renegadex.zip](#), downloaded 152 times

---

---

Subject: Re: .mix map problems.  
Posted by [Titan1x77](#) on Fri, 09 Jun 2006 06:01:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

export your map with these 2 folders...  
Editor cache  
Levels

nothing else should export with it....and your textures inside the editor cache should be inside the .mix this way.

So...save your level as C&C\_mapname

move out all folders except for Editor cache and Levels....

Export as "C&C\_mapname.mix" with quotes....and you shouldnt have a problem.

---

---

Subject: Re: .mix map problems.  
Posted by [nopol10](#) on Sun, 11 Jun 2006 02:23:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Doesn't the Dev Edition of LevelEdit allow you to export it to mix straight away?

---

---

Subject: Re: .mix map problems.  
Posted by [danpaul88](#) on Sun, 11 Jun 2006 09:41:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yes, but it has a few bugs, such as not including .w3d models unless they are actually placed on the map....

---