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Subject: Mix Maps

Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 02:05:04 GMT

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How do u make a mix when ever i make a mix map the guy just keeps falling but when its a pkg it works help please

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Subject: Re: Mix Maps

Posted by [Blazea58](#) on Sun, 04 Feb 2007 02:22:27 GMT

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Personally i find this an easy process even with the original level edit which i still use to this day. First off make the name of your W3d C&C\_namehere and then make sure your mod package follows this suit.

If you plan to do scripts and heavy modding, it would be a good time to go into C:\Program Files\Renegade public tools\C&C\_namehere and make sure you make a new folder called Scripts2.

Edit your map like you would, and when you are ready hit save, and then save as, and be sure to use that same name yet again.

When your finally ready to export even though it says pkg format as the file type just type in with quotes even "C&C\_namehere.mix" and then hit export. The map will compile and you will now see in your ren maps a new mix and it should work and have you spawning as you want.

Hope this helps, i am not a level edit junky so i cannot help you within the advanced portions of it lol.

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Subject: Re: Mix Maps

Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 03:37:03 GMT

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do i need scripts to make mix

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Subject: Re: Mix Maps

Posted by [zunnie](#) on Sun, 04 Feb 2007 19:58:08 GMT

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Get XCC here: <http://www.game-maps.net/index.php?action=file&id=334>

Open it, goto File->New and pick Renegade MIX from the dropdown menu..

Open the mix file with xcc and then drag and drop the stuff

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from the \levels\ folder into it, lsd, ldd, ddb, w3d  
Also include any dds and tga textures by drag/dropping them into  
the xcc window..

Map should work fine then...

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Subject: Re: Mix Maps  
Posted by [Theboom69](#) on Mon, 05 Feb 2007 18:11:16 GMT  
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Save the file the same thing you make the mix so like if i where to make a .mix map i would save  
the level as C&C\_Your\_Mom, And export it as "C&C\_Your\_Mom.mix" the " is to make it save as  
the .mix in the old LE. You must have the level saved as the same thing your gonna name the  
.mix or you will continue to have this problem's hope i helped.

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Subject: Re: Mix Maps  
Posted by [Gen\\_Blacky](#) on Mon, 05 Feb 2007 22:34:26 GMT  
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ive gotten it 2 work but some times it dont work

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