
Subject: PKG > MIX

Posted by [Anonymous](#) on Sat, 25 Jan 2003 07:00:00 GMT

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I know there are some tutorials on doing this but i need a more detailed one. I am trying to convert my map to MIX but i have modded some presets, can i make temp copys and still mod them so they work in the mix file?Any help would be great, thanks

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Posted by [Anonymous](#) on Sat, 25 Jan 2003 07:31:00 GMT

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It varies with different presets. Purchase settings can have temp versions but I don't think normal objects (tanks, soldiers, buildings, etc.) can be automatically replaced by a temp. It depends what you're doing. [January 25, 2003, 07:32: Message edited by: NeoSaber]

Subject: PKG > MIX

Posted by [Anonymous](#) on Sat, 25 Jan 2003 08:19:00 GMT

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I'm trying to convert a map that has modded weapon spawners on it. They re-spawn every 10-20 seconds instead of minutes. I had to do this because of the size of the map. Is it possible to get temp spawners working in a MIX?Thanks

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Posted by [Anonymous](#) on Sat, 25 Jan 2003 08:27:00 GMT

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A temp version will work, but you have to replace the modded weapon spawners with the temp version, I doubt Renegade would do it automatically.

Subject: PKG > MIX

Posted by [Anonymous](#) on Sat, 25 Jan 2003 16:06:00 GMT

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So is it possible to mod things like spawner time and still have it in mix format? i haven't found any information on doing this.

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Posted by [Anonymous](#) on Sat, 25 Jan 2003 18:01:00 GMT

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As long as the spawner is a Temp then it shouldn't matter what the settings are, it'll still work. In my map C&C_WasteFacility_DM nearly all the weapon spawners are temps and I was able to set their spawn times to whatever I wanted.

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Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:11:00 GMT

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if you have modified any presets, you can't just delete them, you will have to start fresh with a new presets library
