
Subject: FieldTS.lvl
Posted by [IronWarrior](#) on Thu, 19 Jul 2007 11:13:33 GMT
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Does anyone have a completed FieldTS.lvl file that I can have please?

If not, I shall re-make it.

Subject: Re: FieldTS.lvl
Posted by [ExEric3](#) on Thu, 19 Jul 2007 11:41:35 GMT
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Re-make it? Tell me how. What everything I need to create *.lvl file?

Subject: Re: FieldTS.lvl
Posted by [Slave](#) on Thu, 19 Jul 2007 12:21:45 GMT
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Ingredients:

- Renegade installed
- Extracted map.w3d from the specific mix
- Leveledit

Than you set everything up on your map, as stated in
RenModTools/Howto/Multiplayer_Maps/CnC_Map_Setup.doc

Renhelp.net goes into more detail on every step.

Save your progress often as a .lvl file, Leveledit is known to be buggy.

Subject: Re: FieldTS.lvl
Posted by [IronWarrior](#) on Thu, 19 Jul 2007 12:53:41 GMT
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As posted above.

You also need xcc mixer.

Open xcc mixer, go to the map you wish to make a .lvl file for.

Extract all the .w3d files from it.

Then make these folders in your level editer folder.

C:\Westwood\Renegade Level

Editor\LevelEdit\MODNAME\terrain\levels_multiplay\c&cmap_YOURMAP << this is a copy on how mine looks.

MODNAME\ < Whatever Mod you working on.

After you made these folders, place all the extracted .w3d files into the last folder as shown above.

Then in the Level Editor, click Terrain and highlight Levels - Multi Player click Add, where it says Name, add the new map name, use the same format as the rest of the maps, you dont have to add the numbers like the others use.

Then click Settings and click the folder icon for m_ModelName

Go to the C:\Westwood\Renegade Level

Editor\LevelEdit\UltraAOW\terrain\levels_multiplay\c&cmap_YOURMAP

Then find and open the mp_mapname.w3d file then click ok.

If you done everything right, click on the name for yourmap and and click Make.

Level Editer will now crate the terrain.

You now have to add all this.

PT screens for both teams.

GDI Startup Spawners.

Nod Startup Spawners.

Beacon script zones.

Tiberium Field zones for GDI and Nod.

Vehicle Construction script zones for Airstrip and Weapons Factory.

Waypaths for the Airstrip and Weapons Factory. (I warn you, the Airstrip waypaths is a right bitch to get right).

Waypaths for the Ref for both teams.

SFX Sounds for buildings. (all the sounds you hear from buildings, if you want them in the map, you have to add them, open an other map like City.lvl and copy from that, its easy, but takes long to do).

Am not really sure, but you might have to add the Lightscape Inported objects in some areae, I did this for Glacier_Flying), dont know if it makes a difference.

Building_Controllers for all buildings in the map.

Thats it, doesnt sound much, but it is.

After you done all this, save it, make a backup copy and if you do make it for an other map like a fanmap, then please do share with others, come to mp-gaming.com and we will host it on game-maps.net for others to download, credits will go to you.

You dont need to do this for the westwood maps, only fan made maps like FieldTS etc.

Subject: Re: FieldTS.lvl
Posted by [SWNight](#) on Thu, 19 Jul 2007 15:37:21 GMT
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Its here: <http://www.game-maps.net/index.php?action=file&id=559> Thats FieldTS Lvl edit files, including the .lvl file and all the textures.

Subject: Re: FieldTS.lvl
Posted by [IronWarrior](#) on Thu, 19 Jul 2007 15:41:22 GMT
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alz45 wrote on Thu, 19 July 2007 10:37Its here:
<http://www.game-maps.net/index.php?action=file&id=559> Thats FieldTS Lvl edit files, including the .lvl file and all the textures.

Thank you for pointing a site that I admin too, lol.

The is a problem with that .lvl file as it makes the glacier map instead of FieldTS or that could be just me.

Subject: Re: FieldTS.lvl
Posted by [Sn1per74*](#) on Thu, 19 Jul 2007 16:06:17 GMT
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I think he wanted the .lvl file so he wouldn't have to add all that stuff. Save time and effort.
P.S. This is my FAVORITE map. I hope you can do something to make it even BETTER.

Subject: Re: FieldTS.lvl

Posted by [reborn](#) on Thu, 19 Jul 2007 16:38:52 GMT

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Erm, I downloaded it and it was fine. It was fieldTS. Not glacier.

Perhaps all th work you have been doing on glacier has frazzled your brain?

Subject: Re: FieldTS.lvl

Posted by [IronWarrior](#) on Thu, 19 Jul 2007 17:17:54 GMT

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Reborn wrote on Thu, 19 July 2007 11:38Erm, I downloaded it and it was fine. It was fieldTS. Not glacier.

Perhaps all th work you have been doing on glacier has frazzled your brain?

Maybe.

Well, maybe it is me then, But I think I did everything right. o.o

I added the map to my presets, its pointed to the right .w3d file to make, when its made, its glacier_flying. o.O

Subject: Re: FieldTS.lvl

Posted by [Sn1per74*](#) on Thu, 19 Jul 2007 18:41:55 GMT

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Shouldn't you just open the .lvl file?

Subject: Re: FieldTS.lvl

Posted by [reborn](#) on Thu, 19 Jul 2007 18:52:38 GMT

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It's the entire level edit directory. Just open the .lvl file.

Subject: Re: FieldTS.lvl

Posted by [IronWarrior](#) on Thu, 19 Jul 2007 19:03:37 GMT

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Reborn wrote on Thu, 19 July 2007 13:52It's the entire level edit directory. Just open the .lvl file.

Opened it right from the file..

As you can see, its the glacier map, but all the FieldTS objects are spawned on the map, be great if the terrain was FieldTS. ^^

This next image, is well, what the fuck, I dont know how I got this to be honest, just happend...

So?

Thing is, if I add the map to my presets, then click make, it makes FieldTS without any problems, try to use the FieldTS.lvl file and it fucks up like the first image.

Subject: Re: FieldTS.lvl
Posted by [SWNight](#) on Thu, 19 Jul 2007 19:50:17 GMT
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Maybe it doesn't like you or you have a fucked up LevelEdit.

Subject: Re: FieldTS.lvl
Posted by [IronWarrior](#) on Thu, 19 Jul 2007 20:51:35 GMT
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Problem fixed with help of Reborn.

Just made a new mod entry and opened it from there.

Guess it didnt want to play nice with my main mod folder.

Topic closed.