Subject: .mix to .lvl
Posted by CdCyBoRg on Thu, 26 Jul 2007 15:50:02 GMT
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is it possible to make a .mix file into a .lvl file so i can open it in level edit?

Subject: Re: .mix to .lvl
Posted by Oblivion165 on Thu, 26 Jul 2007 15:52:56 GMT
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Neh, once it is a mix it cannot be turned back into a .lvl

Renaming the .ldd or .lsd to .lvl will get you certain things back but its usually better to jsut start over with the temps20 from the mix.

Subject: Re: .mix to .lvl
Posted by CdCyBoRg on Thu, 26 Jul 2007 16:00:39 GMT
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can i get the terrain from a mix file? thats what i want rly

Subject: Re: .mix to .lvl
Posted by Sn1per74* on Thu, 26 Jul 2007 16:03:15 GMT
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Map hacking. Theres a tutorial from renhelp. But, you'll need a .w3d importer.

Subject: Re: .mix to .lvl
Posted by IronWarrior on Thu, 26 Jul 2007 16:12:28 GMT
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CdCyBoRg wrote on Thu, 26 July 2007 10:50is it possible to make a .mix file into a .lvl file so i can open it in level edit?

Yes you can.

Download xcc mixer from Game-Maps.NET

Open the mixer, go to the .mix map you wish to make an .lvl out of, then extract all the files from the file to terrain folder.

Am abit busy to go into details, but below is what the file path should start to look like.

C:\Westwood\Renegade Level Editor\LevelEdit\Glacier
Flying\yourmod\terrain\levels_multiplay\c&cmap_yourmap

Then go to Level Editer, crate a new preset in Terrain, then add the mapname.w3d file in the options for it.

Then click make.

LE will make the terrain, but you will have to add all the spawners, waypaths, pt screens, building controllers to make stuff work.

Sorry, if you dont understand, I explain better later today.

Subject: Re: .mix to .lvl
Posted by CdCyBoRg on Thu, 26 Jul 2007 16:39:47 GMT
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Thanks, now, it is possible to get Some or all the objects that are already in the game?

Subject: Re: .mix to .lvl
Posted by jamiejrg on Thu, 26 Jul 2007 17:25:25 GMT
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Define objects.

Subject: Re: .mix to .lvl
Posted by zunnie on Thu, 26 Jul 2007 18:16:16 GMT
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CdCyBoRg wrote on Thu, 26 July 2007 12:39Thanks, now, it is possible to get Some or all the objects that are already in the game?

Nope, the entire level has to be setup from scratch again, controllers, spawners, waypaths, etc...

Subject: Re: .mix to .lvl
Posted by Genesis2001 on Thu, 26 Jul 2007 18:41:54 GMT
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hence what Sn1per74 said.

Sn1per74* wrote on Thu, 26 July 2007 10:03Map hacking.

-MathK1LL

Subject: Re: .mix to .lvl
Posted by Oblivion165 on Fri, 27 Jul 2007 01:57:58 GMT
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IronWarrior wrote on Thu, 26 July 2007 12:12CdCyBoRg wrote on Thu, 26 July 2007 10:50is it possible to make a .mix file into a .lvl file so i can open it in level edit?

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Then click make.

LE will make the terrain, but you will have to add all the spawners, waypaths, pt screens, building controllers to make stuff work.

Sorry, if you dont understand, I explain better later today.

I call that just making the map over agin from scratch.