
Subject: Leveledit Help

Posted by [snipe4555](#) on Fri, 31 Aug 2007 15:40:01 GMT

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Ok... Here's the deal. I'm trying to make a M08 map that I can own some of my friends on (my favorite mission, wanted to make an AOW map). I tried at first to master the buildings and such on M07, which got screwed up. So, I said "Screw it" and went to M08. After getting everything set up (Buildings, spawn points, PTs, etc), I went to load it and to test it with my friend SWnight. It loaded, except there was no terrain... just my buildings.

So, I went back to LE to see if there was terrain there... of course... there isn't. And, when I tried to re-add the terrain, it gave me a frame error and stopped the process. I removed all of my mission files to another folder, removed LE, and reinstalled. Same problem.

So the question is... What the hell is wrong with the terrains for M07 and M08 on my PC that prevent me from actually playing on them?

Edit: And yes, I've gone through every manual, walkthrough, and help guide for LE... nothing works... And... I can add other map's terrain to it, just not the one I want. So like, I can put my setup on M10, but not back on M08.

Subject: Re: Leveledit Help

Posted by [mr£Ä\\$Ä-z](#) on Fri, 31 Aug 2007 18:43:22 GMT

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OK.. Open up ur modpackage and go to levels take only the (mapname).LDD into ur FDS Data folder!

Subject: Re: Leveledit Help

Posted by [snipe4555](#) on Fri, 31 Aug 2007 19:58:04 GMT

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Didn't work. My map still has no terrain, only buildings. What else?

Subject: Re: Leveledit Help

Posted by [Genesis2001](#) on Fri, 31 Aug 2007 20:10:30 GMT

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make sure there isn't a ".ltd" file inside your FDS. If not, then check for a ".w3d" file inside the .mix file. (Hint: Use XCC Mixer)

Aside from that, I dunno. :\

-MathK1LL

Subject: Re: Leveledit Help
Posted by [snipe4555](#) on Fri, 31 Aug 2007 20:24:45 GMT
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No, and no.

Anyway... its not the .mix file or the map INGAME that's messed up... The terrain isn't appearing on LevelEdit either. Something is wrong with the .lvl file/terrain .w3d file. How can I check those and what would I do to fix them?

Subject: Re: Leveledit Help
Posted by [snipe4555](#) on Fri, 31 Aug 2007 20:51:56 GMT
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it's a specific problem with the .w3d terrain file. Not the .lvl or anything else. How can I fix that? Forgot to include this earlier... Basically, I'm getting blue hell over and over again... So it is the terrain.

Subject: Re: Leveledit Help
Posted by [snipe4555](#) on Sat, 01 Sep 2007 00:29:35 GMT
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New um... discoveries?

I can't use LE in full screen mode without crashing, nor can I change the color depth to 24 (my monitor/device is running at 32bits). Um, still can't fix anything... the model names and lights are correct and... I dunno. Any help is greatly appreciated.
