Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 14:24:00 GMT
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When i make a map in renx then export it to commando, everything looks fine. After i add all the stuff i want in level edit, i export it. When i go to play my map in Renegade, the ground isnt there, i just keep falling and falling...   Any1 know y that is, so far no1 has been able to help me.

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 14:46:00 GMT
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You didn't set the collision detection for the ground...(set collision detection stuff(physical/camera/projectile/etc) in the w3d settings in the tools tab)

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 14:47:00 GMT
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Wait, you fall through the ground like it's not there? or is the ground visually not there at all?

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 14:59:00 GMT
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a) yes i did set the colisionb)its not there at all, invisible if it is

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 16:42:00 GMT
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I know what the problem is. This happens to me all the time when testing. You have to put spawners in your map. I you don't you will spawn under the ground and keep falling and keep spawning.

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 16:43:00 GMT
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need home for my latest map. can some one assist?it is about 12.3meg in size. need ftp site to

upload it to.

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 16:47:00 GMT
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How in the hell did you get it that big!? Is it even a zip file!? Try gamespot. Or rename the extension to .mpeg and upload it to imagestation as a movie.

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 17:09:00 GMT
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We need some pics forst, before anyone hosts it!

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 17:51:00 GMT
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my bad, zipped, it's only 3.5 meg.

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 17:58:00 GMT
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it has spawners

Subject: Renx question
Posted by Anonymous on Sun, 16 Feb 2003 18:18:00 GMT
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Hmmm...Did you put the spawners above the ground?

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 02:04:00 GMT
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i can host it for you.. webmaster@nodnl.netmsn: iscripters@hotmail.com

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 03:35:00 GMT
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if your map is a mix file and you did it wrong then it will do that. this is the way you should do your mix files: 1). Save your level. (the lvl file)2). Copy and paste your level directory (make a backup, keep leveledit open the whole time)3). Make sure the folder name is EXACTLY the same as the level file name. ie, folder: C&C_MyLevel Level: C&C_MyLevel.lvl4). Delete the ALWAYS, Presets and Characters directory from the ORIGINAL directory. (This is why you make a backup)5). In leveledit/commando choose Export Mod Package from the File menu. After it finishes, go to your C&C_MyLevel.pkg file and rename it to C&C_MyLevel.mix6). After it is renamed, delete the whole level directory and copy back or rename the backup to the original name (from Copy of C&C_MyLevel to C&C_MyLevel)If you didn't make it a mix file and it does this, are you testing with multiplay lan or multipay practice? if you are testing with multiplay practice with your pkg file, it usually wont work, i have seen some people get theirs working, but i can't. Try either testing with multiplay lan or making your map a MIX.As far as i know (which isn't much) w3d options wouldn't have anything to do with the terrain being visible or not, unless you checked the HIDE option, but then you shouldn't be able to see it in leveledit, so...

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 07:08:00 GMT
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quote:Originally posted by iscripter:i can host it for you.. webmaster@nodnl.netmsn: iscripters@hotmail.comhay iscripter, how do I get it to you. after adding the textures it sits at about 12 meg in zipped condition.Do you have a ftp site? [February 17, 2003, 07:09: Message edited by: Capt.James]

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 07:15:00 GMT
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I would be happy to host you, give me an e-mail at webmaster@cnchq.comThanks

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 07:58:00 GMT
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plz give us screens

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 08:02:00 GMT

thanx alot ppls, i didnt make it a mix so i shall try that, thanx again

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Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 08:37:00 GMT

this convert to mix thing isnt working right for me, this is what i did:first i made a new folder in level edit named testi put a imported a renx file into the map and saved it as testi copyd my level folder i deleted the always characters and presets from my original test folder (level edit still runing)then i exported my map as testi looked at my test pkg file and i renamed the test to test.mix (it didnt say test.pkg for some reason)finnaly i deleted my level folder and pasted it back inim not shure what i did wrong but i think its the fact that my exported level didnt have it saying pkg it was only testwhat is wrong?

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 08:44:00 GMT

what would u use to open a .mix file?

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 08:57:00 GMT

the xcc .mix editor tools (quick search on google: http://xccu.sourceforge.net/utilities/)

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 09:00:00 GMT

thanx

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 09:40:00 GMT

still wont work tho

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 10:43:00 GMT
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quote:Originally posted by Capt.James: quote:Originally posted by iscripter:i can host it for you..
webmaster@nodnl.netmsn: iscripters@hotmail.comhay iscripter, how do I get it to you. after
adding the textures it sits at about 12 meg in zipped condition.Do you have a ftp site?Contact me
at the mail adres and you will get login data

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 13:00:00 GMT
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quote:Originally posted by Beanyhead:I would be happy to host you, give me an e-mail at
webmaster@cnchq.comThanksBeanyhead, do you have a ftp site that I can upload too? thanks
guys for all your replys. I still looking.

Subject: Renx question
Posted by Anonymous on Mon, 17 Feb 2003 13:04:00 GMT
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Well, I do but I'd rather you send it to me through AIM, ICQ, MSN, etc. > MSN:
Beanyhead2002@hotmail.com > AIM: Beanyhead02 > ICQ: 169832701 > Y! : Beanyhead02

Subject: Renx question
Posted by Anonymous on Tue, 18 Feb 2003 07:14:00 GMT
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We want screens!

Subject: Renx question
Posted by Anonymous on Wed, 19 Feb 2003 07:41:00 GMT
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i had the same problemback up your leveldelete the lld and the lsdthen DO NOT build dynamic
culling systemi dont know why just only do the generate sectorsIt will show you the ground and
keep your map as it is