
Subject: C&C_Flying_Mixes for leveledit
Posted by [bat66wat6](#) on Sun, 23 Sep 2007 16:14:31 GMT
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I have asked around on like every server!
Nobody will tell me anything...it is very annoying, so i was told by one kind mod on a server to come here>so here i am

Can anyone tell me where and how to get the 3 missing maps that i aint got, i already got all the Default maps but not the Flying_Mixes. Please i am near the end of my patience, nobody would help me anywhere else, it's like some great secret Please can someone help me?

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 16:35:37 GMT
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They should already be in level edit.. no?

Just in the preset tree open up terrain, then open up "Levels - Multi Player" Then scroll down to the last City which should say "C&C_Map_City 0325f" then in that select terrain, click make, then select ramps, and click make.

TA-DA City flying.

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Yrr](#) on Sun, 23 Sep 2007 19:22:51 GMT
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Click on 'LevelRedit' in my signature

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Gen_Blacky](#) on Sun, 23 Sep 2007 19:29:59 GMT
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when i used level redit for city flying , way paths are little messed up and obby shoots twice.

I only used the .ldd

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Yourlastmemory](#) on Sun, 23 Sep 2007 21:44:45 GMT
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Use the .ldd and the .lsd

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Hex](#) on Mon, 24 Sep 2007 08:36:16 GMT
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Quote:[16:39:05] [%aowbot]: bat66wat6: LOL
[16:39:18] [%aowbot]: bat66wat6: HEY SOMEONE PLEAS LISTEN TO ME>>>>LOL
[16:39:29] [%aowbot]: bat66wat6: HOW CAN I GET THE FLYING MIXES FOR LEVELEDIT
[16:40:08] [%aowbot]: bat66wat6: OF COURSE YOU CAN GET THE MIXES FOR LEVELEDIT
[16:41:05] [%aowbot]: bat66wat6: GO AWAY IRC PERSON, OR JOIN THE GAME

Well, asking in servers like this is not going to get you alot of help, you were being obnoxious to such a point that a mod had to mute you

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Yrr](#) on Mon, 24 Sep 2007 10:48:21 GMT
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Gen_Blacky wrote on Sun, 23 September 2007 21:29when i used level redit for city flying , way paths are little messed up and obby shoots twice.

I only used the .ldd

Remove the script attached to the obelisk's building controller.

Why are waypaths messed? What's the problem?

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [bat66wat6](#) on Mon, 24 Sep 2007 15:06:42 GMT
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Yeah thanx for the info people, and i really don't like you going into your NightRegulator server controll thing! I aint trying to start a argument or fall out with anyone so i'll refrain from saying ought i'll regret later here.

Please do not quote things from servers. I was just a little angry as i had looked around and asked nicely for many months after getting leveLEDIT and nobody would help as i already said...anyways thanx for the info on leveLEDIT i will try that terrains thing

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 15:29:24 GMT

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bat66wat6 wrote on Sun, 23 September 2007 12:14I have asked around on like every server! Nobody will tell me anything...it is very annoying, so i was told by one kind mod on a server to come here>so here i am

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Dont be mad, just update your game with 1.037 and use cp2, install rengaurd, then update it, it should scan your game files and install cp1 and cp2 which include the flying maps. After it is installed, you can uninstall rengaurd or keep it if you choose.

Now I read the thread, your not very clear, are you.....your looking for the lsd and ldd files not the mix file.

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [bat66wat6](#) on Mon, 24 Sep 2007 16:56:33 GMT
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Yeah thanx Frost, well i am kinda mostly looking for the lvl files and im a beginner and trying to learn how to use levelEDIT(Any info on that will be appreciated thanx). To specify more i have all the C&C mixes in .lvl format(Obviously for leveledit purposes) but for some reason i have not got the Flying mixes in lvl format, only the Default westwood ones and there useless as there MIX files...i love making mods it is so interesting, 1 day im hoping to be able to make maps on my own So if there is a easy way to get my hands on the 3 flying mixes in LevelEDIT format please please let me know thanx guys...

P.S
How do i make a signature on this site?

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 17:00:27 GMT
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Hmmm I dont think those maps ever came with lvl files or lsd/ldd files.

Westwood only released the original maps lvl files.

and about your sig, to make a image it's

[img]image url[/img]

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [bat66wat6](#) on Mon, 24 Sep 2007 18:42:50 GMT
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Is there a way to get the flying mixes in lvl format then?
It really bugs me having to use the normal boring C&C_City.MIX...i love flying around in Orca or Apache...plus iv got some funny ideas to mod the flying version with 2 SAM sites for each team etc...anyone out there have a good idea how to get this map and others in lvl format?

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 19:16:54 GMT
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I know they exist, sometimes googling stuff helps, such as "C&C_city_flying .lvl"

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [IronWarrior](#) on Mon, 24 Sep 2007 21:38:47 GMT
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You can make the .lvl files really easy.

Open walls.lvl or city.lvl up and add the ramps and flying_includes, then go to map options, click "flying allowed"

Then save.

Done.

You can also download walls_flying.lvl on game-maps.net (site offline till next week)

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Gen_Blacky](#) on Mon, 24 Sep 2007 22:25:20 GMT
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o noes off for a whole week

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [zillia](#) on Tue, 25 Sep 2007 04:14:09 GMT
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Here you go Mate

Walls_Flying lvl file for ya.

File Attachments

1) [walls_flying_source.zip](#), downloaded 130 times

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [Slave](#) on Tue, 25 Sep 2007 07:55:55 GMT
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<nevermind>

when adding the flying bits of the terrain, just make sure to rerender the vis.

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [zillia](#) on Tue, 25 Sep 2007 07:59:47 GMT
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Sorry But No.

lol at my "edit" , But i am just kidding when i said no. lol

Subject: Re: C&C_Flying_Mixes for leveledit
Posted by [bat66wat6](#) on Tue, 25 Sep 2007 16:43:45 GMT
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Yeah thanks for the info and help but im still really lost!
I don't think ill ever get those flying mixes.

Still, umm a bit of the topic here people but can someone please tell me why when i go to "Make"
a Cnc_GDI_Orca from the Preset menu it gives me this error!

Below is a SS of the error, please help, it's really annoying!

P.S If you can please explain why when i go to Edit, Level Settings and click on it i get pretty
much the same error

File Attachments

1) [Orca Loading Problem.doc](#), downloaded 169 times

Subject: Re: C&C_Flying_Mixes for leveledit

Posted by [Gen_Blacky](#) on Tue, 25 Sep 2007 23:40:48 GMT

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you don't need to redo vis server side tbh at least i think so
