Subject: Level Edit Help
Posted by Graviton on Mon, 15 Oct 2007 22:50:25 GMT
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Can anyone tell me how to make military-grade walls to prevent vehicles or infantry from passing, while still looking...in place? Also, how do I use the map/mods I make?

Subject: Re: Level Edit Help
Posted by Graviton on Tue, 16 Oct 2007 01:35:46 GMT
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While I have this post up, I figured out somehwat how to make it a .mix, but every time I run it, the map either crashes Renegade and gives me an error, or I fall through the floor in the center of the map (in Hourglass, anywho cause thats the only one I got past the crash phase. Don't know how.

I open up XCC Mixer, open the map and then copy the map that is like mp_canyon.w3d with type w3d and put it on desktop. I put that as a terrain in LvL edit and save the level as C&C_Canyon.mix then do Export Mod Package and type in <"C&C_Canyon.mix"> with the quotes, without the <'s. Then I put it in FDS data folder and run. It IS a .mix, but it doesn't work in the aforementioned way.

Still, any tips on the wall?

Subject: Re: Level Edit Help
Posted by zillia on Tue, 16 Oct 2007 18:48:26 GMT
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Graviton wrote on Mon, 15 October 2007 20:35While I have this post up, I figured out somehwat how to make it a .mix, but every time I run it, the map either crashes Renegade and gives me an error, or I fall through the floor in the center of the map (in Hourglass, anywho cause thats the only one I got past the crash phase. Don't know how.

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Still, any tips on the wall?

I suggest you watch all reborn's tutorials on renhelp he rocks.

Subject: Re: Level Edit Help
Posted by Graviton on Wed, 17 Oct 2007 05:10:32 GMT
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Thanks for the tip, I agree he is great. Appears he spends all his time helping newbies (me lol) and making mods (for me lol) and of course others...but...lol
Anyway, I already looked at the majority of his tutorials, and he doesn't really explain the 'basics' of using, exporting, and implementing LvL edit.

Subject: Re: Level Edit Help
Posted by cncnick13 on Thu, 18 Oct 2007 00:59:10 GMT
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true

Subject: Re: Level Edit Help
Posted by Graviton on Tue, 23 Oct 2007 13:29:41 GMT
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so?