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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 15:32:00 GMT  
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I exported my map as a \*.mix and all the terrain is missing, other temp presets are showing, but not that one, anyone know what I did wrong? It works correctly as a \*.pkg (sp?) what did I miss? Oh, and anyone want to beta a map? PM or e-mail me, starcitsura@shaw.ca [ February 24, 2003, 17:17: Message edited by: Cpo64 ]

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 10:06:00 GMT  
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This can be one of many problems but make sure your terrain is definitely a temp and that the W3D filename is not too long. But I don't think the terrain would show up in level edit if the filename is too long. One thing to check is that you did not delete any LDD or LSD file when you converted to mix and that your mix file is named the same as your lvl file. I'm sure other people will agree that this is the likely problem.

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 11:07:00 GMT  
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The terrain is a temp the name of the temp is "terrain" and the name of the w3d is "terrain.w3d" I tried deleting none of the stuff, and the stuff that renhelp says to delete, both had the same affect. All other presets were visible except for the "terrain"

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 11:09:00 GMT  
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Do you fall through the terrain or is it physically there but invisible? Are your W3d settings correct mean if you don't fall through the ground when you press F8 in Leveledit?

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 11:21:00 GMT  
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it.

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 11:34:00 GMT  
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You have only the one lsd, lvl and ldd files in your levels directory along with the other files, there should only be one ldd,lsd and lvl file called C&C\_##### the mix file should be named the same as your level (lvl) file.

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 11:51:00 GMT  
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It is that way, and if it wasn't wouldn't the level not load at all. The buildings show up, i can walk around them, but soon as I go out... Ahhhhhhh!!!

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:02:00 GMT  
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K, I was thinking, if all my other presets work, would changing my terrain preset to a tile, would it work? Will it cause anyother problems?

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:14:00 GMT  
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Yeah as long as your running Version 2 of leveledit then you can add the terrain as a tile. If you have the heightfield editor then you have version 2 of the tools.

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Subject: Got a problem, terrain is gone! (pkg->mix)  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:18:00 GMT  
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Thanks, I will try that.

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