Subject: no ground?
Posted by Xena on Sun, 12 Jul 2009 17:10:43 GMT
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ok, I'm trying to make City_Flying.mix have ash and lightning but the ground won't show up after i converted City_Flying.mix to City_Fling.lvl

any help?

PS: it DID work with the under.lvl that was already with LevelEdit

PS II: how do i save a map as .mix? i only managed to put it in a .pkg file so far

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Subject: Re: no ground?
Posted by Vaati19 on Sun, 12 Jul 2009 17:19:13 GMT
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Read my topic, there will it be explained I hope

Subject: Re: no ground?
Posted by YazooGang on Sun, 12 Jul 2009 17:20:36 GMT
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http://ren.game-maps.net/index.php?act=view&id=999 download that and put in it in Level edit folder, Run it and then map stuff. Goto File-Export to Mix. Find Renegade/data and the name SHOULD be C&C_<Name>.mix

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Subject: Re: no ground?
Posted by Xena on Sun, 12 Jul 2009 17:31:55 GMT
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YazooGang wrote on Sun, 12 July 2009 12:20http://ren.game-maps.net/index.php?act=view&id=999 download that and put in it in Level edit folder, Run it and then map stuff. Goto File-Export to Mix. Find Renegade/data and the name SHOULD be C&C_<Name>.mix
ok so i put ash and lightning in there.
i converted it to .mix
but now as soon as the map is loaded on renegade it crashes.

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what did i do wrong?

EDIT: ok so i got it working now.
the problem now that i have is that i only have 2 fps ¬¬

i found this text file in my data folder afterwards and i think it has something to do with the problem

Load-on-demand and missing assets report

Quote:Category: LOAD_ON_DEMAND_ROBJ

Category: LOAD_ON_DEMAND_HANIM

Category: LOAD_ON_DEMAND_HTREE

Category: MISSING_ROBJ

Category: MISSING_HANIM

Category: MISSING_HTREE

Subject: Re: no ground?
Posted by YazooGang on Sun, 12 Jul 2009 18:41:04 GMT
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Quote:
Category: LOAD_ON_DEMAND_ROBJ

Category: LOAD_ON_DEMAND_HANIM

Category: LOAD_ON_DEMAND_HTREE

Category: MISSING_ROBJ

Category: MISSING_HANIM

Category: MISSING_HTREE

There is nothing in the categories, thats good.

2 fps is maybe because you put alot of snow. i recommand .7 or .5

Subject: Re: no ground?
Posted by Xena on Sun, 12 Jul 2009 18:51:19 GMT
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i didnt put snow, i put ash in there.
i put snow on under.mix and there i don't have fps lag

weird huh?

Subject: Re: no ground?
Posted by Gen_Blacky on Mon, 13 Jul 2009 15:55:09 GMT
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i get that a lot , either you have to start over ot delete the map .w3d in instances and remake it.

Subject: Re: no ground?
Posted by Xena on Tue, 14 Jul 2009 12:19:04 GMT
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anyone got some more help to offer?

Subject: Re: no ground?
Posted by Brandon on Wed, 15 Jul 2009 01:06:33 GMT
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If you'd like LevelEdit help you may add me on Windows Live Messenger (MSNM).
brandon@ww-gaming.com

Subject: Re: no ground?
Posted by ErroR on Thu, 16 Jul 2009 13:46:51 GMT
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maybe the vis?

Subject: Re: no ground?

Posted by Boofst0rm on Thu, 16 Jul 2009 13:51:14 GMT

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Boxxy wrote on Mon, 13 July 2009 04:51i didnt put snow, i put ash in there.
i put snow on under.mix and there i don't have fps lag

weird huh?

11 fps is lag to me

Subject: Re: no ground?

Posted by Gen_Blacky on Thu, 16 Jul 2009 14:07:32 GMT

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its because its not loading the map .w3d either the .mix map is messed up or some other reason.
Start over or delete the terrian instance and remake it.

Subject: Re: no ground?

Posted by Xena on Thu, 16 Jul 2009 16:04:38 GMT

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ok I got help from Brandon and i got the map working online but there's no ash n such because if
you want ash on that map it has to be run server sided.

ty Brandon and the rest for trying to help