
Subject: how to change lvl file to mix!!!! help please!!
Posted by [gangsterleo](#) on Fri, 02 Apr 2010 13:49:39 GMT
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hey i downloaded level files to edit them..
i did this tutorial on undermap...
<http://renhelp.laeubi-soft.de/index.php?tut=70>
i dont no how to make a startup spawner and i need to it says..
and i want to try it.. i exported it.. i go lan.. map.. under-new.pkg.. there no map....
its because its a lvl file.. how do i change so i can play it?? and how do i add startup spawner for the mammoth??

ouh and if you could recomend any good ai bot tutorials that would be great please help asap..

Subject: Re: how to change lvl file to mix!!!! help please!!
Posted by [gangsterleo](#) on Fri, 02 Apr 2010 15:03:36 GMT
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its ok ive sorted it just the bot does do anything.

Subject: Re: how to change lvl file to mix!!!! help please!!
Posted by [crazfulla](#) on Sat, 03 Apr 2010 08:20:22 GMT
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A. Get jonwil's level edit (search the forums, I'm too lazy)

or

B. Export as PKG and rename it to Mix.

Subject: Re: how to change lvl file to mix!!!! help please!!
Posted by [Dante](#) on Sun, 04 Apr 2010 03:57:18 GMT
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One thing to be careful of.

Make sure to name your lvl file c&c_whatever so when it is exported to .pkg and you rename to .mix the .mix and the contained files will match.

I do believe there is a version of level edit (maybe jonwil's) that will allow you to just export as .mix natively without the rename though.

Subject: Re: how to change lvl file to mix!!!! help please!!

Posted by [IAmFenix](#) on Tue, 06 Apr 2010 21:24:09 GMT

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Dante wrote on Sun, 04 April 2010 11:57 One thing to be careful of.

Make sure to name your lvl file c&c_whatever so when it is exported to .pkg and you rename to .mix the .mix and the contained files will match.

I do believe there is a version of level edit (maybe jonwil's) that will allow you to just export as .mix natively without the rename though.

Yea, jonwil's version allows .mix exporting.
