
Subject: Saving my map

Posted by [Sn1per XL](#) on Mon, 21 Jul 2003 01:11:10 GMT

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Hi i made a map but i dunno how to save it i read ACK tutorial on cncden.com but i cant seem to save it right here what i did

got rid of the folders it said to then

i clicked export mod package i typed in my map name "walls_Jday.mix" i exported i went to renegade and i selcted my map and i was walking on air what did i do wrong?

Subject: Re: Saving my map

Posted by [Captkurt](#) on Mon, 21 Jul 2003 01:15:26 GMT

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Sn1per XLHi i made a map but i dunno how to save it i read ACK tutorial on cncden.com but i cant seem to save it right here what i did

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Try my tutorial, see if it helps you. saving to a .mix format

http://www.renhelp.co.uk/Tutorials/TUT_Mix

Subject: Saving my map

Posted by [Sn1per XL](#) on Mon, 21 Jul 2003 02:30:14 GMT

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it didnt help i didnt everything it said but when i select my map and load and start playing im walking on air no terrian or nothing.

Subject: Saving my map

Posted by [Captkurt](#) on Mon, 21 Jul 2003 02:34:49 GMT

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Sn1per XLit didnt help i didnt everything it said but when i select my map and load and start playing im walking on air no terrian or nothing.

I've seen this before, and a good shut down and re-start fixed it. But also are you sure you followed the tutorial, what you describe will also happen if you don't remove the files/folders I mention in my tutorial.

Subject: Saving my map

Posted by [Sn1per XL](#) on Mon, 21 Jul 2003 02:55:40 GMT

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Yes i restarted a few times and i did delete those folders i dunno what im doing wrong lemme say exacty what i did

i made the map and all then i generated the sectors then i deleted the folders it said in tutorial then i clicked export mod i put "my mapname.mix" exported then i went on renegade and i had this problem.

Subject: Saving my map

Posted by [Captkurt](#) on Mon, 21 Jul 2003 03:52:50 GMT

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Sn1per XLYes i restarted a few times and i did delete those folders i dunno what im doing wrong lemme say exacty what i did

i made the map and all then i generated the sectors then i deleted the folders it said in tutorial then i clicked export mod i put "my mapname.mix" exported then i went on renegade and i had this problem.

I don't know if you have to have the "C&C_" in front of the name, probably not. But curious. Do you have it there too?

Forget that, the more I think about it, the more I believe you probably do have to have it there for the game to cycle correctly.

Subject: Saving my map

Posted by [Sn1per XL](#) on Mon, 21 Jul 2003 12:17:55 GMT

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Yes i have it there but i dunno what i could be doing wrong

Subject: Saving my map

Posted by [Captkurt](#) on Mon, 21 Jul 2003 14:58:03 GMT

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Sn1per XLYes i have it there but i dunno what i could be doing wrong

I say you're either missing something on the tutorial or your map is just one huge, monster.

Subject: Saving my map

Posted by [Sn1per XL](#) on Mon, 21 Jul 2003 18:40:07 GMT

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its not just this map it happens to others also

Subject: Saving my map

Posted by [Captkurt](#) on Mon, 21 Jul 2003 18:44:17 GMT

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Sn1per XLits not just this map it happens to others also

then dude, you need to go over my tutorial one step at a time, vary nothing, do exactly as it says. when it says minimize the screen, minimize the screen. etc... and see if you're leaving something out. but be certain it's exactly as the tutorial says.

with you saying it's with other maps too. sounds to me like you're just doing it wrong.

Subject: Saving my map

Posted by [ohmybad](#) on Mon, 21 Jul 2003 23:17:35 GMT

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I followed your tutorial and when I look in C:\Program

Files\RenegadePublicTools\LevelEdit\your_map There is no folder called scripts.

From your tut:

Quote:Now go to your C:\Program Files\RenegadePublicTools\LevelEdit\your_maps (Default install path) and delete the following folders. "ALWAYS", "Characters", "Presets", so that all you have in it is your "EditorCache", "Scripts", "Levels".

Subject: Saving my map

Posted by [Sn1per XL](#) on Mon, 21 Jul 2003 23:31:26 GMT

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i got it working but the scripts folder u have to make.

Subject: Saving my map

Posted by [Captkurt](#) on Mon, 21 Jul 2003 23:56:20 GMT

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Sn1per XL i got it working but the scripts folder u have to make.

Yes, and that is part of another tutorial. hehe. anyways, glad it's working for you.

Subject: Saving my map
Posted by [ohmybad](#) on Tue, 22 Jul 2003 00:26:32 GMT
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ohhhhh ok.

Subject: Saving my map
Posted by [Captkurt](#) on Tue, 22 Jul 2003 01:39:14 GMT
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ohmybadohhhhh ok.
np
