
Subject: How do I fix maps already in the .Mix format?

Posted by [Irix](#) on Sat, 26 Jul 2003 18:20:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm looking to fix the base defences on the Desert_Siege map, pull the nod buggies (bug, certain GDI players like to sit up there and blast them with orcas in order to rack up huge points and credits) and replace them with buggies and humvees that DON'T give points when unoccupied, add an enterable pyramid in the middle of the map for some cover, and maybe add a few buildings and base defences while I'm at it.

How do I edit .mix files?

Subject: How do I fix maps already in the .Mix format?

Posted by [Skier222](#) on Sat, 26 Jul 2003 18:38:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

maybe u should ask the owner of the map, if thats ok?

u should download Xcc Mixer and the w3d importer to edit it

Subject: How do I fix maps already in the .Mix format?

Posted by [Irix](#) on Tue, 29 Jul 2003 21:16:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

well looks like someone beat me to it! Desert_seige_2 came out yesterday.

Do you happen to know who did Pillars_AI? I'd like to fix that map as well.

I really like the idea of bot vehicles! They don't seem to generate as much lag as the character bots. I also like the repair facilities outside the base! Lets face it the repair facilities in the base rarely get used, most of the time an engineer will repair you long before you get near it.

Fixes in mind, pull the character bots out to help cut some of the lag out!

fix the terrain so there is a walkable path to the hills, repair facilities, and base to base. Fix Eva warnings for the buildings.

Then re-test map, Its so buggy now I hardly play it even on the lan!

Fix minor bugs if needed and I'm done.

But first I need to find out who did it, get permission to do it, and then find that Xcc mixer program. Where do I get that?

Irix

Subject: How do I fix maps already inthe .Mix format?
Posted by [kopaka649](#) on Tue, 29 Jul 2003 23:48:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

xccu.sourceforge.net
