
Subject: Renx question

Posted by [Anonymous](#) on Mon, 17 Feb 2003 03:35:00 GMT

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if your map is a mix file and you did it wrong then it will do that. this is the way you should do your mix files: 1). Save your level. (the lvl file)2). Copy and paste your level directory (make a backup, keep leveledit open the whole time)3). Make sure the folder name is EXACTLY the same as the level file name. ie, folder: C&C_MyLevel Level: C&C_MyLevel.lvl4). Delete the ALWAYS, Presets and Characters directory from the ORIGINAL directory. (This is why you make a backup)5). In leveledit/commando choose Export Mod Package from the File menu. After it finishes, go to your C&C_MyLevel.pkg file and rename it to C&C_MyLevel.mix6). After it is renamed, delete the whole level directory and copy back or rename the backup to the original name (from Copy of C&C_MyLevel to C&C_MyLevel)If you didn't make it a mix file and it does this, are you testing with multiplay lan or multipay practice? if you are testing with multiplay practice with your pkg file, it usually wont work, i have seen some people get theirs working, but i can't. Try either testing with multiplay lan or making your map a MIX.As far as i know (which isn't much) w3d options wouldn't have anything to do with the terrain being visible or not, unless you checked the HIDE option, but then you shouldn't be able to see it in leveledit, so...
