Subject: Presets in .mix files: Reloaded
Posted by Javaxcx on Sat, 19 Feb 2005 16:58:16 GMT

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I've checked out Laeubi's tutorials and the thread just a few posts down, but none seem to address my problem... (at least specifically).

The Complex_DM map I've been working on has some preset changes made to it. Specifically, respawn times for weapons and some weapons have been altered. However, when I export the pkg file and convert it to .mix (or even save it AS a .mix file when I export it), the presets don't hold. That is, we have a railgun spawning instead of a repair gun in a certain area, and in the .mix file, the repair gun spawns and not the railgun. If we run the .pkg file, everything is as it's supposed to be, but when we run it as a .mix, everything otherwise resets.

Any assistance would be greatly appreciated.