## Subject: Re: .mix to .lvl
### Posted by Oblivion165 on Fri, 27 Jul 2007 01:57:58 GMT

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IronWarrior wrote on Thu, 26 July 2007 12:12CdCyBoRg wrote on Thu, 26 July 2007 10:50is it possible to make a .mix file into a .lvl file so i can open it in level edit?

Yes you can.

Download xcc mixer from Game-Maps.NET

Open the mixer, go to the .mix map you wish to make an .lvl out of, then extract all the files from the file to terrain folder.

Am abit busy to go into details, but below is what the file path should start to look like.

C:\Westwood\Renegade Level Editor\LevelEdit\Glacier
Flying\yourmod\terrain\levels_multiplay\c&cmap_yourmap

Then go to Level Editer, crate a new preset in Terrain, then add the mapname.w3d file in the options for it.

Then click make.

LE will make the terrain, but you will have to add all the spawners, waypaths, pt screens, building controllers to make stuff work.

Sorry, if you dont understand, I explain better later today.


I call that just making the map over agin from scratch.

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