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Subject: Re: crap after generating vis

Posted by [Cat998](#) on Thu, 30 Aug 2007 07:43:45 GMT

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Jerad Gray wrote on Thu, 30 August 2007 09:26Yrr wrote on Tue, 28 August 2007 12:40There's no need to put work into making a C&C\_City\_Flying LevelEdit file - I am working on a .mix to .lvl converter

You make me sick. And for two reasons:

- #1. this will be a excellent way to steal everyones work and claim it as your own, leaving them with no proof that they really made it, as everything else can already be regenerated.
- #2. remaking the maps is part of the Renegade learning experience, with out this you will have no experience and will grow tired of the engine even quicker.

double post

as you said, there is already a way to recreate maps.

All you have to do is setting up the spawnpoints, harvester paths, building controllers and scripts. Number #2 is no reason to not release it.

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