
Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 12:32:17 GMT
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Hello together and thanks for your feedback!

@Ryu: Scripts can be changed easily using a binary editor, as Oblivion165 said.
I'm thinking about not adding any kind of protection to the tool, but adding a protection for .lsd files, so that LevelEdit crashes if you try to import the .lsd with or without the tool (and it doesn't seem to be difficult to crash LevelEdit).

@Dthdealer: The missing light information are the parameters for every light object in the editor (color, type, etc.).

@danpaul88: There are objects of which I think that they are not included in the .mix file and cannot be re-created automatically: Editor Only Objects (e.g. Pathfind Blockers), Manual Vis Points and Pathfind Generators.
