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Subject: Re: [Request] C&C\_Canyon  
Posted by [Gen\\_Blacky](#) on Thu, 14 May 2009 03:54:58 GMT  
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Reaver11 wrote on Wed, 13 May 2009 13:25JsxKeule wrote on Wed, 13 May 2009 10:53madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?  
and the 1000 time i ask you can you tell me how to save maps in LE

\*Sigh\* I have sended you some stuff before how to do it. Okay just follow these steps ->

Program:  
Leveleditor

You have two different ways of exporting your map to renegade I prefer the 2nd one!  
(1) By making a .pkg (File -> export modpackge and load it up on a one person langame)  
(2) By making a .MIX file (This is the bestest way)

1. Make sure your map in Leveleditor is saved as C&C\_\*.\*
2. Backup your current package of leveleditor (Always,characters etc)
3. Shut down leveleditor. Delete the following folders -> "ALWAYS", "Characters", "Presets", so that all you have in it is your "EditorCache", "Scripts", "Levels". (Dont worry you can easily get them back through your backup or levelre-edit)
4. Then make SURE you only have the .lvl file in the levels folder of the map you want to save as a .mix file
5. Fire up leveleditor
6. Load your map and press save (normal save)
7. Then select (File > Export Mod Package)
8. Now you will type in your map name like this -> "C&C\_my\_map.mix"
9. Then press save and there you have your mix map in fully working condition.

All I did was just reading this tutorial and try out for myself if it works and yes it does. Trying things yourself is the best method in my eyes to learn something about modding Renegade. And if you really encounter a hard problem you can always ask.

Read the full tutorial at <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26>

You add emitters like this. Same thing for trees, rocks, and emitters.  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=141>

I just edit the original mix file with xcc Mixer and delete the original map files. Then replace with your files. After your finished adding emitters and trees and stuff to your map, save your map. I sometimes like to make a new vis system depending on the map. Take the .lsd , .idd and .ddb files from your mod package and replace the original map files. Then add your your emitters models and textures to the .mix. Then add the .mix file to your data folder.

Make sure you back up your original map.

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