
Subject: Re: Is there any way to convert a pgk to a mix file?

Posted by [Jerad2142](#) on Thu, 29 Sep 2011 20:48:40 GMT

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rrutk wrote on Thu, 29 September 2011 06:18Jerad Gray wrote on Mon, 26 September 2011 13:41

However, some of these you can make it into a mix without, it'll just use the stock ren stuff in place, but if the objects file has been modified, tough luck.

so it's also not possible to CHANGE / MODIFIY the EXISTING presets/objects, right?

For instance:

After the release of my C&C_CaptureTheBunker I realized, that the GDI soldier screams "friendly fire" and more stuff if hit by enemy (!).

I checked, and it seems to be, that only the standard preset of the GDI Minigunner has dialogues on it. And may be a wrong dialog setting. The other chars have only a dialogue/sound for dying.

As far as I understood you right, it's not possible to CHANGE the existing preset for a mix? The only way is to TEMP a new copy?

But I tested with sounds (wanted it omni rather than 3D), overriding a present with temping a new one with the same name doesn't work there.

But it works for the purchase settings....???

(At the moment I do the conversion of my old museum mod to standard ren maps. Damn lot of work temping all the mod presets new. It's a pity that it is not possible to load the pgk-level and somehow change all added to temped

Well I'm THINKING that if you export the .ddb .idd and .lsd into a mix file that has the same name you can then reimport it using level reedit. You will have to have the modified objects in place so level reedit and level editor can load up correctly the first time. Once you have the level open you'll have to change any objects that have been modified into temps (create temps versions of those objects) and then replace any objects that have been placed on the level with the temp versions (there is an option to replace selection in level editor). Then you just export and you are good to go.
