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Subject: And I thought I was done.  
Posted by [Tidu](#) on Wed, 19 May 2004 21:06:03 GMT  
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I had just completed my Apex map, and I followed all the instructions in the LevelEdit Command Sequence Tutorial, and made my map a .mix. Then I opened it in Renegade on the Multiplayer LAN and there is nothing there but what there is in the commando level editor: a blue circle at the bottom and a light blue background. I followed all of the instructions in the Level Edit Command Sequence tutorial except for the Dynamic Culling System step because it crashes the editor. (I don't think that's the problem) Has this ever happened to anyone before?

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Subject: And I thought I was done.  
Posted by [Oblivion165](#) on Wed, 19 May 2004 21:23:31 GMT  
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yeah if i make mine by hand it does that too

try my level editor it will export to mix

<http://www.dr-oblivion.com/LevelEdit2.zip>

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Subject: And I thought I was done.  
Posted by [CnCsoldier08](#) on Wed, 19 May 2004 21:33:11 GMT  
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Its because you have two levels in your mod package, meaning, you saved it by more than one name. Go into your mads folder, into the levls folder, and delete one of them.

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Subject: And I thought I was done.  
Posted by [Tidu](#) on Thu, 20 May 2004 00:13:05 GMT  
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I am in the levels folder now, and there is a

apex.idd 18kb  
apex.lsd 477kb  
asset\_report.txt 1kb  
C&C\_Apex (level edit document) 408kb

What would I have to delete? I don't think the 18kb one does matter, nor the asset report

which one (.lsd or the .lvl) do I delete?

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Subject: And I thought I was done.

Posted by [Oblivion165](#) on Thu, 20 May 2004 00:46:24 GMT

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Maybe you should open the level file, delete everything in the folder except the Level File, and save again. The Lsd should be named the same as the level file IE: C&C\_

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Subject: And I thought I was done.

Posted by [icedog90](#) on Thu, 20 May 2004 00:57:51 GMT

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When you add the level to Level Edit, and export the mod package, it has to be the SAME EXACT NAME as the name you save the .lvl file as, and it has to have C&C\_ in front of it. I don't see C&C\_ in front of Apex.isd and Apex.idd, which means you saved it as C&C\_Apex, but you exported the mod package as Apex. This will make a MIX fail to work. You'll see blue.

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