
Subject: How do you make a map so it's .mix
Posted by [bisen11](#) on Tue, 07 Dec 2004 13:31:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I see how to make it .pkg but i want it to be .mix. So how do i do that. Also how do i make it so keycards keep spawning? I see a one time keycard thing but i want them to keep spawning.

Subject: How do you make a map so it's .mix
Posted by [glyde51](#) on Tue, 07 Dec 2004 14:03:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renhelp.co.uk>

This makes the export to mix option available:
http://trielite.afraid.org/LevelEdit_Dev.zip

Download that and put it in your leveledit directory.

Subject: How do you make a map so it's .mix
Posted by [bisen11](#) on Tue, 07 Dec 2004 15:18:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thx. im in school right now but ill test it when i get home. And btw i saw that you had the two bisen11 mod packages on your site. There is a third one and you can find it at <http://www.freewebs.com/renrenpoo> . You should maybe add it

Subject: How do you make a map so it's .mix
Posted by [CnCsoldier08](#) on Wed, 08 Dec 2004 04:37:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

To ensure a settings update:

-Delete the .mix and .thu versions of the map if they already exist. Sometimes Level Edit won't update a map properly if it is overwriting an older version.

-Go to the Levels folder and delete the 3 "your map name" files with the extensions .ddb, .ltd, and .ltd. Save your .lvl file again to recreate the deleted files, with fully updated settings.

-Export the map with out deleting anything, this is to ensure everything got updated. Then you can move on to exporting the file smaller.

Exporting smaller .mix files:

First make sure any saving is done.

-Delete the Always, Characters, Presets and Scripts folders.

-Go to the EditorCache folder and delete the files METER.TGA, TA_CEMENT.TGA, TA_DUMMY.TGA, and TA_FRONT.TGA. Also delete the .dds versions of those 4 files if they exist

-Delete any asset_report.txt files that exist in any remaining folders, including the main mod package folder.

-Export the .mix

-Restore the deleted Always, Characters, Presets, and Scripts folders

Straight From Neosaber, who owns, BTW.

Subject: How do you make a map so it's .mix
Posted by [Naamloos](#) on Wed, 08 Dec 2004 14:11:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I delete nothing when i export as mix

Works fine for me.

Subject: How do you make a map so it's .mix
Posted by [icedog90](#) on Thu, 09 Dec 2004 00:39:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naamloos! delete nothing when i export as mix

Works fine for me.

Yeah, but then your .mix is filled with useless stuff that makes it very big. Not a good idea.

Subject: How do you make a map so it's .mix
Posted by [Naamloos](#) on Mon, 13 Dec 2004 22:01:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry for bumping topic

Quote:Yeah, but then your .mix is filled with useless stuff that makes it very big. Not a good idea.

All it does is add the ini's and some other files. Sometimes a map even needs those ini's(or other files) when you "temp" many things...

I once exported a map without em and stuff didn't work. :rolleyes:

Subject: How do you make a map so it's .mix
Posted by [YSLMuffins](#) on Mon, 13 Dec 2004 22:54:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

CnCsoldier08

-Delete the Always, Characters, Presets and Scripts folders.

-Go to the EditorCache folder and delete the files METER.TGA, TA_CEMENT.TGA, TA_DUMMY.TGA, and TA_FRONT.TGA. Also delete the .dds versions of those 4 files if they exist

-Delete any asset_report.txt files that exist in any remaining folders, including the main mod package folder.

-Export the .mix

-Restore the deleted Always, Characters, Presets, and Scripts folders

Straight From Neosaber, who owns, BTW.

Subject: How do you make a map so it's .mix
Posted by [icedog90](#) on Mon, 13 Dec 2004 23:25:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naamloos*sorry for bumping topic*

Quote:Yeah, but then your .mix is filled with useless stuff that makes it very big. Not a good idea.

All it does is add the ini's and some other files. Sometimes a map even needs those ini's(or other files) when you "temp" many things...

I once exported a map without em and stuff didn't work. :rolleyes:

Yeah, because you did it wrong. What I mean by "useless stuff" is that the w3d files you've had stored in there go into your mix, which is useless and it will make your level about 5mb more.

Subject: How do you make a map so it's .mix

Posted by [Naamloos](#) on Tue, 14 Dec 2004 13:25:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you saying that once a file is loaded from the map's folder it no longer needs it in there?

I thought the mix needed them in order to load the map... :oops:

Subject: How do you make a map so it's .mix

Posted by [YSLMuffins](#) on Wed, 15 Dec 2004 04:25:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have to restore those files after export.
