
Subject: Please Help Me
Posted by [Anonymous](#) on Sat, 14 Dec 2002 16:45:00 GMT
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My issue seems to be when i export to mix and test that the mix spawns me in the center of the map instead of using the assigned spawn points created any ideas would be helpful.Im deleting the folders always, characters, presets. I have a Scripts folder with the scripts.dll in it.I have only added the basic base stuff in commando editor.Waypoints,spawners,pt's, building controllers.I got it to work once but then after testing changed something and then deleted the folders specified above and exported to mix again and then the issue started. I have started over several times but never can get the mix to work again.I have uninstalled and reinstalled the mod tools a few times to try that.I have edited no scripts.In renx my map sits at 0,0,0, or at least as close as i can get.Please help me to figure this out or just let me know someone else has had this issue.

Subject: Please Help Me
Posted by [Anonymous](#) on Sat, 14 Dec 2002 19:13:00 GMT
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Did U place at least 1 Human Pathfind Generator on map and Generate Pathfind? and did U use the correct Start Up Spawners for MP? are all your files in the Level Folder have the identicle prefix names IE C&C_mymod.ldd,C&C_mymod.lvl ect....

Subject: Please Help Me
Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:21:00 GMT
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moo

Subject: Please Help Me
Posted by [Anonymous](#) on Tue, 17 Dec 2002 14:11:00 GMT
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I posted to keep this alive. Cowick has a very good map that I feel will benefit CnC Ren. I look foward to him getting it done. So please if anyone has any ideas please help him. Oh and garth8422 thanks for the reply. I will make sure cowick looks at this.MOOOOOOOOOOOOOOOOOOOWOOOOOOOOOOOFFFFF!!!!

Subject: Please Help Me
Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:35:00 GMT
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Which spawner did you use? Do you fall through the ground when you spawn?

Subject: Please Help Me
Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:43:00 GMT
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I know there are many mappers here. Unfortunately some have flame wars amongst themselves. Hopefully they'll set their opinions aside and try and help others make good maps. It'd be a GREAT DAY if people would work together and make maps for the right reasons. Can anyone give some pointers? Ack, Andre? Keep up the good work Cowick, can't wait to play this once done. MOO

Subject: Please Help Me
Posted by [Anonymous](#) on Tue, 17 Dec 2002 22:10:00 GMT
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If you deleted the folders mentioned above, you must replace them somehow once you load LevelEdit again (Take Characters and Always from any other package, but if you have TEMPS or any modified preset, I recommend you make a good search in your computer and try to recover it, if you don't find it, you won't need to worry, simply take the Presets folder from some other Mod Folder and paste it there, replacing the deleted one). You will need to make a TEMP with your terrain again, but the level settings (such as spawners and waypaths) will already be there. The only things you will need to do is Lightning solve and Auto-Generate VIS (If VIS is applied to your map). Give us more details about your problem, or contact me via MSN (andrefig@msn.com), AIM (AllGusto2002) or ICQ (121440995). I'll be glad to help you.

Subject: Please Help Me
Posted by [Anonymous](#) on Wed, 18 Dec 2002 08:24:00 GMT
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good practice for this is to empty your recycle bin, delete the files, make mix, restore recycle bin... at least that is how i do it, and have never had a problem

Subject: Please Help Me
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:01:00 GMT
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yeah i've done everything mentioned. Gonna try again tonight.

Subject: Please Help Me
Posted by [Anonymous](#) on Fri, 20 Dec 2002 12:23:00 GMT
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well the mix seems to be working this time so it should not be long now Thanks to everyone who

tried to help and to those who read this and had an idea or had the issue themselves and did not post..... @*\%!
