
Subject: mission maps

Posted by [Zion](#) on Sun, 30 Apr 2006 22:24:13 GMT

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may i ask...

i have tried to make several maps using the ingame missions and i try to play them using my FDS, however, i fall through the maps like their arnt' any collision settings made. i have only used the presets from the original presets tree and have only used working presets. i have noticed some things tend to crash the LE program and have not used those presets.

the map loads fine, just a small pause at 97%, but thats about it. i can join the server but when i do so, i fall through the floor.

help?

thanks in advance,
Merovingian

Subject: Re: mission maps

Posted by [reborn](#) on Mon, 01 May 2006 00:48:33 GMT

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I think you deleted something from the file that you shouldn't of.

You need to deleted the .lsd and .idd files from the .mix, then replace them with ones you created from level edit.

Subject: Re: mission maps

Posted by [Zion](#) on Mon, 01 May 2006 13:26:32 GMT

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so... access the original M05.mix using various programs and replace the .idd (since i was told that .lsd crashed the server) with the one thats in there?

ill try this and report its success or failure

Subject: Re: mission maps

Posted by [Zion](#) on Mon, 01 May 2006 14:13:30 GMT

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if i try what you said, it crashes the client. if i try adding w/o deleting the original ones the original game scripts are still there. im stuck

Subject: Re: mission maps
Posted by [Titan_HQ](#) on Mon, 01 May 2006 14:26:42 GMT
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Ok i might be mad, but can you not just get a copy of the single player maps (.lvl format) and add what you want into it. Ive got a copy somewhere. I made a map like this and it worked fine? The maps wont be called M04.mix etc.. but it will work!

Subject: Re: mission maps
Posted by [Zion](#) on Mon, 01 May 2006 14:52:08 GMT
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well, i want it like so other players can join w/o having the map (like a00000MP4) i know it is possible... i just dont know how

Subject: Re: mission maps
Posted by [Stefan](#) on Mon, 01 May 2006 18:16:29 GMT
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Goto terrain in the presets tree in LE > Levels - Single player > choose your map > click on the plus icon > "make" all the terrains > add some stuff to the map > save it (use the original map name , like this : M01) > goto your mod folder then copy the LDD and DDB file of the saved map > put them in your FDS data folder & host the map ... that's how i do it

Subject: Re: mission maps
Posted by [reborn](#) on Mon, 01 May 2006 19:17:28 GMT
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Merovingian wrote on Mon, 01 May 2006 10:52well, i want it like so other players can join w/o having the map (like a00000MP4) i know it is possible... i just dont know how

Dude I own MP-Gaming.NET, a00000MP4 is one of my servers...

You open the original .mix file, then delete the .lsd and .ldd files. Then add the new .lsd and .ldd files that you made using level edit.
But yeah titan is right, you can't just go adding anything you want...

Subject: Re: mission maps
Posted by [Zion](#) on Tue, 02 May 2006 13:30:58 GMT
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i have tryed everything here and i get two results:

1. (with .isd) i spawn in the correct position and so do the other objects but i fall through the map.
2. (without .isd) the renegade client crashes upon load.

Subject: Re: mission maps
Posted by [reborn](#) on Tue, 02 May 2006 20:45:18 GMT
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If you post a link or zip up your mod package and post it here I will look at it for you.
If you prefer it to be private then send me a link in a PM.

Subject: Re: mission maps
Posted by [Zion](#) on Tue, 02 May 2006 21:37:50 GMT
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unfortunatally, the mod package is over 5mb and since i am not part of any group in the forums i can only upload 1024kb.

Edit: i will give you a link, this shall be public if you want or if any forum moderators want...

Subject: Re: mission maps
Posted by [reborn](#) on Tue, 02 May 2006 22:02:17 GMT
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You will have to make it quick, I go on holidayy in 7 hours time

Subject: Re: mission maps
Posted by [Zion](#) on Wed, 03 May 2006 07:13:48 GMT
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well, since you didnt get it on msn ill post ot here

<http://download.yousendit.com/3313D86328D90977>

this is the whole mod package

P.S have nice holiday when you go

Subject: Re: mission maps
Posted by [Stefan](#) on Wed, 03 May 2006 17:03:02 GMT
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works fine here

<http://img.photobucket.com/albums/v690/Xiro78/124214.jpg>

Subject: Re: mission maps
Posted by [Zion](#) on Wed, 03 May 2006 22:28:07 GMT
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this is my map?, is this the .mix version that was in the "levels" folder? or did you export it yourself?

im stuffed :S ill try getting the original missions file's and put them in my data (they may have been corrupted)

i cant belive it my comp sucks fat A\$\$

Subject: Re: mission maps
Posted by [Stefan](#) on Thu, 04 May 2006 05:17:18 GMT
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all i did was put the M05.ldd from the levels folder in my FDS data folder

Subject: Re: mission maps
Posted by [Zion](#) on Thu, 04 May 2006 07:19:39 GMT
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and how would the FDS run this/these? (thinking about making more)

Subject: Re: mission maps
Posted by [Stefan](#) on Thu, 04 May 2006 15:03:27 GMT
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copy & paste the mix levels from your renny data dir to the FDS data folder along with the ldd file and host the map....

Subject: Re: mission maps

Posted by [Zion](#) on Thu, 04 May 2006 18:18:10 GMT

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right... ill report its success/faliure

[Continued...] it has worked ty for all your help, everyone that has helped. thankyou very much.

Merovingian
