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Subject: Editing maps that dont come with the level edit or as a .lvl file

Posted by [bgkill007](#) on Sat, 27 Jan 2007 10:33:05 GMT

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Hey im working on my inf mod, and ive put it all the default maps that come with the level editer but i want to add different ones like C&C sand for example and edit it with level editer to add some inf only mod items. How or where do i get the .lvl file and the objects file for all its presets so i can succesffuly open it in le. I would like the files so i could edit it for any map really, not just sand. Any help would b appreciated

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Subject: Re: Editing maps that dont come with the level edit or as a .lvl file

Posted by [reborn](#) on Sat, 27 Jan 2007 12:25:59 GMT

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Well some authors may not like it, so you must ask there permission to edit the map and ask for there source of it.

There is a way to edit the maps from just the .mix file if the author has lost the source, this involves extracting the .w3d file from the .mix using xcc, then adding it to your level edit directory, then going into level edit and selecting that .w3d file as the terrain.

This does ofcourse mean you will have to add all way points, controllers, spawners ect etc

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Subject: Re: Editing maps that dont come with the level edit or as a .lvl file

Posted by [bgkill007](#) on Sun, 28 Jan 2007 01:32:12 GMT

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Ok ill seek there permission but when you said extract the w3d and put it in level edit, but then wouldnt ppl have to download the same map again due to me having to edit the w3d file and redo the entire level edit.

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Subject: Re: Editing maps that dont come with the level edit or as a .lvl file

Posted by [zunnie](#) on Sun, 28 Jan 2007 03:14:24 GMT

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You are not modifying the w3d file when you are setting up maps in leveledit so people do not need to redownload anything.

Just, when you make changes, do not replace the original .lsd file in the mix or it will screwup the doors.

Also remember the only things you can "temp" are spawners and the purchase options. Nothing else can be temped or added -> crash.

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