Subject: how do i port files
Posted by NFHAVOC on Wed, 23 May 2007 14:45:07 GMT
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how do i turn maps into leveledit maps

Subject: Re: how do i port files
Posted by Sn1per74* on Wed, 23 May 2007 15:19:39 GMT
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Download the multiplay .lvl files at ftp.westwood.com

Subject: Re: how do i port files
Posted by Jerad2142 on Thu, 24 May 2007 17:05:20 GMT
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I think he means like re-import files back into level edit, like take cnc_skirmish and reconvert it into a editable file with the lsd and ldd files. It actually can't be done, but just as well, if you want to remake a map with just a few different things, it is better to force a person to remake it entirely, because you will start to get better at it if you do it a lot.

Subject: Re: how do i port files
Posted by NFHAVOC on Thu, 31 May 2007 13:00:52 GMT
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i mean that like if i have a map that isnt a level edit file a .lvl how can i make it a .lvl and if i cant what is a program so i can modify those non .lvl maps

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Subject: Re: how do i port files
Posted by reborn on Thu, 31 May 2007 13:05:36 GMT
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Download xcc mixer, extract the terrain from the .mix file. Then place the terrain in your level edit directory, so when you open up level edit you can "make" the terrain from the preset tree.

Then you need to set up all the waypaths, spawners etc etc.

GL, it is a boring job to do.

Subject: Re: how do i port files

Posted by NFHAVOC on Thu, 31 May 2007 13:10:02 GMT
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where do i get the xcc mixer

Subject: Re: how do i port files
Posted by reborn on Thu, 31 May 2007 13:12:36 GMT
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NFHAVOC wrote on Thu, 31 May 2007 09:10where do i get the xcc mixer

http://www.game-maps.net/index.php?action=file&id=334

Subject: Re: how do i port files
Posted by NFHAVOC on Thu, 07 Jun 2007 19:40:24 GMT
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the mixer keeps saying not responding when i open it

Subject: Re: how do i port files
Posted by Caveman on Thu, 07 Jun 2007 19:44:15 GMT
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Take out any pkg's you have in your /data folder.

Subject: Re: how do i port files
Posted by NFHAVOC on Thu, 07 Jun 2007 20:06:28 GMT
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i dont have any pkg in the data folder

Subject: Re: how do i port files
Posted by IronWarrior on Thu, 07 Jun 2007 20:32:53 GMT
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First time you open the mixer, it takes a very long for it load, this is because its loading all the files
that make WestWood games work, so more WW games you got installed, longer it take.

Subject: Re: how do i port files
Posted by NFHAVOC on Thu, 07 Jun 2007 20:33:25 GMT
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wait it work now but what file is the terrain when i open it is it the lsd ldd

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Subject: Re: how do i port files
Posted by IronWarrior on Thu, 07 Jun 2007 20:34:25 GMT
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NFHAVOC wrote on Thu, 07 June 2007 15:33wait it work now but what file is the terrain when i open it is it the dep lsd ldd

Visit this topic and watch the video on how you do it.

http://www.multiplayerforums.com/index.php?showtopic=1638

Subject: Re: how do i port files
Posted by npadul30 on Thu, 07 Jun 2007 20:35:06 GMT
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I had the same problem, just give it a while because it has to find anything that is from Westwood, Renegade, Generals, Red Alert.....then when you close it and open it back up again it does not have to search, it is already done. So do not touch your computer intill it are done is done or it will crash!!!

Go to http://www.renhelp.net

then click "downloads" and scroll down and try the mixer from there.

Subject: Re: how do i port files
Posted by Nightma12 on Thu, 07 Jun 2007 20:55:40 GMT
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rename the .lsd to .lvl

its not perfect.. but its the cloest your gonna get