
Subject: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 02:41:53 GMT
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Hello together!

As some of you may know, I am working on a tool to recreate LevelEdit packages for Renegade maps (.mix to .lvl). It's a pretty hard work, but I'm coming along with it quite fast.

I attached a first .lvl demonstration to this post. I used Skirmish00.mix, since it's not a custom map and no-one has the LevelEdit file for it (afaik).

The following things are on the ToDo:

Import light-scape object parameters.

Import ambient light parameters.

Attach scripts to objects (only spawners have scripts attached yet).

Assign waypath to their correct preset (if possible).

Maps which don't have their terrain w3d file(s) included do not have a terrain after conversion.

Editor only objects are not present. I'm not sure whether they are included in the .lsd file or not

Rename objects to include the preset's name.

Import custom scripts.dll, if present.

Add a GUI

I also need a name for that tool and suggest 'Levelredit'.

Greetings,

Yrr

File Attachments

1) [Skirmish00.zip](#), downloaded 194 times

Subject: Re: Status: .mix -> .lvl converter
Posted by [Ryu](#) on Sun, 09 Sep 2007 02:47:43 GMT
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Don't forget to add some sort of protection!

And good luck with it, I can't wait for the release.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 02:48:44 GMT
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Ryu wrote on Sun, 09 September 2007 04:47Don't forget to add some sort of protection!

And good luck with it, I can't wait for the release.

I've not yet any idea what protection I could add since most of them can be circumvented quite easily.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Ryu](#) on Sun, 09 Sep 2007 03:01:47 GMT
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My idea is: You add some sort of script zone in the map, And attach a script to it, When your tool is trying to de-compile the map, It notices the script and aborts.

As for XCC Mixer and tools alike it.. err.. You're on your own there, bud.

Subject: Re: Status: .mix -> .lvl converter
Posted by [jamiejrg](#) on Sun, 09 Sep 2007 04:34:40 GMT
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I really don't think any protection is needed. If i wanted to steal someone's map I would just do it the hard way by extacting and rebuilding it.

However, I think this tools is going to be awesome.

Jamie

Subject: Re: Status: .mix -> .lvl converter
Posted by [Veyrdite](#) on Sun, 09 Sep 2007 04:38:44 GMT
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Woot! Finally i might be able to resurrect lost maps.
Keep it up

I don't think vertex lighting is important to import, as long as you get the coords and settings of each light node people will be able to Compute Vertex Solve on their own.

EDIT: I don't think the ambient light params are exported, they are probably a number before export, and simply discarded when exporting. (Only the vertex lighting information is left)

Subject: Re: Status: .mix -> .lvl converter
Posted by [Sir Kane](#) on Sun, 09 Sep 2007 08:29:04 GMT

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Finally something for the map stealers!

Subject: Re: Status: .mix -> .lvl converter

Posted by [Oblivion165](#) on Sun, 09 Sep 2007 09:15:51 GMT

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IMO this is one of the two last things we need for renegade. The other is auto map download but this is for sure needed.

@Protecting the files: Would be too easy with hex editors to change any kind of protection.

For instance convert M01.mix then save it with the encryption method, use a binary compare tool and you will know exactly what you need to remove the blocker.

@SK: Worried about your vast amount of maps? This tool needs to be made. Just converting the skirmish map back to source would give us tons of info on bots that we haven't discovered in the years we've been here.

Subject: Re: Status: .mix -> .lvl converter

Posted by [PaRaDoX](#) on Sun, 09 Sep 2007 09:27:03 GMT

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Dthdealer wrote on Sun, 09 September 2007 00:38Woot! Finally i might be able to resurrect lost maps.

Keep it up

I don't think vertex lighting is important to import, as long as you get the coords and settings of each light node people will be able to Compute Vertex Solve on their own.

EDIT: I don't think the ambient light params are exported, they are probably a number before export, and simply discarded when exporting. (Only the vertex lighting information is left)

You would be right if light did not react with everything else in the level when you play it.

Subject: Re: Status: .mix -> .lvl converter

Posted by [danpaul88](#) on Sun, 09 Sep 2007 10:32:27 GMT

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I wondered how long it would be before someone did something like this. Since all the data from the lvl file must be in the mix, lsd and ldd files somewhere, its just a matter of putting it all back together.

Good luck with this project, it will certainly prove useful, especially for server owners who want to make server side adjustments to a map that has no lvl file.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 12:32:17 GMT
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Hello together and thanks for your feedback!

@Ryu: Scripts can be changed easily using a binary editor, as Oblivion165 said. I'm thinking about not adding any kind of protection to the tool, but adding a protection for .lsd files, so that LevelEdit crashes if you try to import the .lsd with or without the tool (and it doesn't seem to be difficult to crash LevelEdit).

@Dthdealer: The missing light information are the parameters for every light object in the editor (color, type, etc.).

@danpaul88: There are objects of which I think that they are not included in the .mix file and cannot be re-created automatically: Editor Only Objects (e.g. Pathfind Blockers), Manual Vis Points and Pathfind Generators.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Jerad2142](#) on Sun, 09 Sep 2007 13:55:31 GMT
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Wow this is going to piss me off fast, I mean its only real use well be to steal maps. Because if we really wanted to make it so you didn't have to recreate the map over and over again we would have just released templates of those maps. In my opinion, people make maps the way they want them, and they don't want other people screwing with hours, days, months, or years of their hard work. This is why protection is necessary when you make something like this, even if it can be got around. Otherwise people could rip off entire mods in one day, or hack them so they just have one more way to cheat. You should make it read the "Comments:" text of objects on the map, if the "Comments:" box had certain text in it, the converter aborts. I really don't care if people can get around it. I just don't want every noob modifying ever map out there just so it is easier, or just flat out ruining it.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 15:18:27 GMT
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Jerad Gray wrote on Sun, 09 September 2007 15:55Wow this is going to piss me off fast, I mean

its only real use well be to steal maps. Because if we really wanted to make it so you didn't have to recreate the map over and over again we would have just released templates of those maps. In my opinion, people make maps the way they want them, and they don't want other people screwing with hours, days, months, or years of their hard work. This is why protection is necessary when you make something like this, even if it can be got around. Otherwise people could rip off entire mods in one day, or hack them so they just have one more way to cheat. You should make it read the "Comments:" text of objects on the map, if the "Comments:" box had certain text in it, the converter aborts. I really don't care if people can get around it. I just don't want every noob modifying ever map out there just so it is easier, or just flat out ruining it.

#1 There are several other reasons for recreating a map beside stealing it. There are, for example, various people who made a map but lost their sources of it. Some standard maps do not have .lvl files released too, such as flying-maps and Skirmish. Some servers want to enhance their maps server-side, which can already be done with Custom Scripts but will become easier with the recreated sources.

#2 Renegade wouldn't live anymore without ppl modifying the game and existing maps (server-side mods). This is possible without a converter too.

#3 Even if someone really 'steals' your map, it will always be YOUR map, because you were the first one releasing it and you are the only one having the .gmax files for map-specific models (I'm not sure how good the w3d importer is).

#4 Any protection that relies on a simple string is way too easy to circumvent and I'm not going to add such a protection. If you'd read all posts in this thread, you'd have seen that I'm already working on other types of protection.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Oblivion165](#) on Sun, 09 Sep 2007 15:30:03 GMT
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The bottom line is that this needs to be made and I for one don't care if anyone takes any of my maps and makes it more enjoyable for them or for others. I couldn't play 3 seconds of C&C Generals without Project Raptor and even then I made a Project Raptor Oblivion Edition to fix things even further.

Don't waste good coding time on trying to create a blocker because all it takes is one google search and they will just follow a step-by-step to get past it.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Ghostshaw](#) on Sun, 09 Sep 2007 15:58:28 GMT
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You do realise that its highly likely also a way to make cheats for specific maps....

-Ghost-

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Sun, 09 Sep 2007 16:01:09 GMT
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No, not really. The map is CRC-checked against the map on the server.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Ghostshaw](#) on Sun, 09 Sep 2007 16:04:37 GMT
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Tbh fixing that would be 2 seconds work for someone like 0x90....

-Ghost-

Subject: Re: Status: .mix -> .lvl converter
Posted by [Canadacdn](#) on Sun, 09 Sep 2007 16:09:13 GMT
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Seriously, don't release this.

Signed,
Every Renegade mod ever

Subject: Re: Status: .mix -> .lvl converter
Posted by [DL60](#) on Sun, 09 Sep 2007 16:33:06 GMT
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Map-Stealing loooooooooool sry but lol, lol and lol again.

As Yrr said "it will always be YOUR map". We are a small community and we notice quickly when somebody "steals" a map. The only condition for that process is that you show RenCom your map (here in this forums, on CCR-Fanpages and so on). MOST people will know that you are the true mapper and that is enough I think.

You can also add a plane with your name in gmax/max to the terrain. With that you can show people very quickly that you are the one.

Subject: Re: Status: .mix -> .lvl converter
Posted by [danpaul88](#) on Sun, 09 Sep 2007 16:48:20 GMT
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Apart from anything else it's pretty easy to just rip the terrain from the .mix and setup the LE settings yourself, it doesn't take a rocket scientist to replicate the original level file, this tool just makes the process easier and will hopefully allow server owners to make server side mods for custom maps.

Subject: Re: Status: .mix -> .lvl converter
Posted by [IronWarrior](#) on Sun, 09 Sep 2007 16:49:58 GMT
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The IQ level here is dropping fast.

Editing an map for server side servers, is not stealing an map.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Oblivion165](#) on Sun, 09 Sep 2007 17:04:25 GMT
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IronWarrior wrote on Sun, 09 September 2007 12:49The IQ level here is dropping fast.

Editing an map for server side servers, is not stealing an map.

EDIT: Not at Iron Warrior: This is in no way going to spawn a massive outbreak of cheaters. How could having the level file help a cheater anymore than what can already be done?

Subject: Re: Status: .mix -> .lvl converter
Posted by [danpaul88](#) on Sun, 09 Sep 2007 17:09:35 GMT
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Especially when they already have the lvl files for the most common maps from the FTP

Subject: Re: Status: .mix -> .lvl converter
Posted by [Oblivion165](#) on Sun, 09 Sep 2007 17:11:29 GMT
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How about a compromise for the people who fear that they will loose their creation to the vast personal fans they think they have. How about it only get released to those who have proven themselves and have a concrete reputation.

Its a small list but in the end its all up to the creator. I say make and release it publically because it's an old ass game and to build a solid reputation can take years.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Jerad2142](#) on Sun, 09 Sep 2007 18:59:19 GMT

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Here is the main thing, how often does it happen that you lose the level edit files and not the mix files. I lose the mix way more often then the level edit, this because every time you reinstall the game it will remove all your .mix and .pkg files in the data directory. And if you have to format your hard drive you lose it all anyways, so tell me how you lose the level edit files with out purposely deleting them (okay, besides what happened to my first 15 mods, the client had the package and I had to format my hard drive so I lost all the level edit files. And until recently I had the .pkg, but then I uninstalled and the reinstalled Renegade, and now they are all gone. Don't ask were the back ups on my other computers went, they must just have got lost over time. But that's okay I guess, its things like that that force you to move on and make something better).

Yrr wrote on Sun, 09 September 2007 06:32@Dthdealer: The missing light information are the parameters for every light object in the editor (color, type, etc.).

Something like this also happens if you copy and past a light, it will not generate the lighting correctly unless you actually go into the lights settings and open up the lighting tab. Then the lighting will be generated correctly and stuff (even though it doesn't generate the lighting correctly, the settings are still correct in the light).

Subject: Re: Status: .mix -> .lvl converter
Posted by [PaRaDoX](#) on Sun, 09 Sep 2007 19:12:25 GMT

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..why not just add your name into the mesh somewhere? It's not hard... I do it with all my maps. There is my nick name in the mesh in at least 50 places, and it's modeled in.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Oblivion165](#) on Sun, 09 Sep 2007 19:14:01 GMT

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When I started with renegade I was using a 12gb hard drive in a 1.0ghz computer with 256k of ram. The thing didn't even have a cd burner, so needless to say there was no backuping done in those days. Who knows where these things go, however I do know that there are a few maps of

mine that I have wanted to update but the re-contruction would be devastating.

My Halloween map for instance, I've wanted to update that but all the headstones are hand placed tiles. Murder-a-foot for anyone who even asks me to do that again.

Subject: Re: Status: .mix -> .lvl converter

Posted by [Jerad2142](#) on Sun, 09 Sep 2007 19:20:36 GMT

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PaRaDoX wrote on Sun, 09 September 2007 13:12..why not just add your name into the mesh somewhere? It's not hard... I do it with all my maps. There is my nick name in the mesh in at least 50 places, and it's modeled in.

I mainly just don't want people screwing with my work, especially if it has my name on it.

Subject: Re: Status: .mix -> .lvl converter

Posted by [Ryu](#) on Sun, 09 Sep 2007 20:13:35 GMT

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Oblivion165 wrote on Sun, 09 September 2007 04:15IMO this is one of the two last things we need for renegade. The other is auto map download but this is for sure needed.

@Protecting the files: Would be too easy with hex editors to change any kind of protection.

For instance convert M01.mix then save it with the encryption method, use a binary compare tool and you will know exactly what you need to remove the blocker.

@SK: Worried about your vast amount of maps? This tool needs to be made. Just converting the skirmish map back to source would give us tons of info on bots that we haven't discovered in the years we've been here.

Well it's funny, Because if it DID have protection, You just told people how to bypass it. *sigh*

See how that works?

EDIT: DeathLink6.0 wrote on Sun, 09 September 2007 11:33Map-Stealing loooooooooool sry but lol, lol and lol again.

As Yrr said "it will always be YOUR map". We are a small community and we notice quickly when somebody "steals" a map. The only condition for that process is that you show RenCom your map (here in this forums, on CCR-Fanpages and so on). MOST people will know that you are the true mapper and that is enough I think.

You can also add a plane with your name in gmax/max to the terrain. With that you can show people very quickly that you are the one.

OH MY GOD, Thank you, Thank you so much, SMALL COMMUNITY!! Small community = catching map-stealing tards is super easy.

Subject: Re: Status: .mix -> .lvl converter
Posted by [jnz](#) on Sun, 09 Sep 2007 20:17:33 GMT
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Jerad Gray wrote on Sun, 09 September 2007 20:20PaRaDoX wrote on Sun, 09 September 2007 13:12..why not just add your name into the mesh somewhere? It's not hard... I do it with all my maps. There is my nick name in the mesh in at least 50 places, and it's modeled in. I mainly just don't want people screwing with my work, especially if it has my name on it.

why? Jonwil's scripts.dll, LuaPlugin, SSGM, SSCTF all are open source and people screw with them. Does Jonwil care? does Whitedragon care? i certainly don't.

If you're worried about someone stealing your maps, put a water mark somewhere. Even then, everyone will tell straight away and that person would be banished from this community.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Slave](#) on Sun, 09 Sep 2007 20:19:49 GMT
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I think he's afraid his efforts will go to waste and will get overwritten with someone else's.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Sir Kane](#) on Sun, 09 Sep 2007 20:29:27 GMT
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Oblivion165 wrote on Sun, 09 September 2007 14:14When I started with renegade I was using a 12gb hard drive in a 1.0ghz computer with 256k of ram.
My mom's cellphone has more RAM than that.

Subject: Re: Status: .mix -> .lvl converter
Posted by [BlueThen](#) on Sun, 09 Sep 2007 20:32:29 GMT
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They say that you shouldn't add a protection because mapstealing can already be done. But I think there should be a protection because this would make map stealing easier. Not to stop it completely, but to not make it so people can't steal with this. I know binary editing can be done, but think, not everyone knows how to do that.

Though, I personally wouldn't steal maps, but disect to learn some stuff.

Subject: Re: Status: .mix -> .lvl converter

Posted by [Genesis2001](#) on Sun, 09 Sep 2007 21:51:48 GMT

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RoShamBo wrote on Sun, 09 September 2007 14:17Jerad Gray wrote on Sun, 09 September 2007 20:20PaRaDoX wrote on Sun, 09 September 2007 13:12..why not just add your name into the mesh somewhere? It's not hard... I do it with all my maps. There is my nick name in the mesh in at least 50 places, and it's modeled in.

I mainly just don't want people screwing with my work, especially if it has my name on it.

why? Jonwil's scripts.dll, LuaPlugin, SSGM, SSCTF all are open source and people screw with them. Does Jonwil care? does Whitedragon care? i certainly don't.

If you're worried about someone stealing your maps, put a water mark somewhere. Even then, everyone will tell straight away and that person would be banished from this community.

As I was reading this, I had mixed feelings about the issue of a ".mix -> .lvl Converter". But now that RoShamBo said this it really shed some light for me. I agree with RoShamBo on this one. He does have a point.

-MathK1LL

Subject: Re: Status: .mix -> .lvl converter

Posted by [Yrr](#) on Sun, 09 Sep 2007 22:44:13 GMT

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Hello together, here is the next status update!

Changes:Lightscape object parameters will now be imported.

Ambient light color will now be imported.

Scripts will now be attached to objects.

Maps should now have the correct terrain.

Objects will now be renamed to make them easier to identify.

Pathfind Generator objects will now be created in front of every carmaker (vehicle factories and refineres).

Things than can definitely not be done:Manual Vis Points cannot be imported.

Editor Only Objects (Pathfind Blockers) cannot be imported.

I uploaded the recreated editor packages for three maps so that you can test them by yourself:
Skirmish00, C&C_City_Flying, C&C_Walls_Flying

Don't forget to compute lightning vertex solve and to generate pathfind sectors before using the map. You should add new vis points to improve the in-game frame rate.

Greetings,
Yrr

Subject: Re: Status: .mix -> .lvl converter
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 23:16:07 GMT
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Nias but we need some way some one cant claim that its there map.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Oblivion165](#) on Sun, 09 Sep 2007 23:30:12 GMT
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Gen_Blacky wrote on Sun, 09 September 2007 19:16Nias but we need some way some one cant claim that its there map.

Keep some WIP screenshots and stop worrying about it.

Subject: Re: Status: .mix -> .lvl converter
Posted by [IronWarrior](#) on Mon, 10 Sep 2007 00:14:32 GMT
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Gen_Blacky wrote on Mon, 10 September 2007 01:16Nias but we need some way some one cant claim that its there map.

They can't re-create the map using the .lvl file.

So no one is ever gonna claim the map is theirs.

Subject: Re: Status: .mix -> .lvl converter
Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 01:49:48 GMT
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This project sound awesome, can't wait for it to be finished.

And I say bah to protection. Because all we need is a readme. The original author just needs to put all the legal stuff in the readme
"All original content... blah blah blah... belongs to creator... blah blah... don't use unless you have been given permission... blah blah blah.."

If someone does steal it, you have that readme to back you up. Cause plagiarism ain't cool. :\

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Mon, 10 Sep 2007 23:07:36 GMT
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Status update

@IronWarrior: What do you mean with 'They can't re-create the map using the .lvl file.'?

@PaRaDoX: Mesh names can be changed. That wouldn't be a good protection.

ToDo:

Finish GUI.

Assign waypath to their correct preset (if possible).

Import custom scripts.dll, if present.

Add protections for mappers who don't want their map to be converted.

Does anybody have a better name than 'LevelRedit'?

Here a little GUI teaser (that's my second GUI ever made with C++/MFC and the last one was years ago)

File Attachments

1) [LevelRedit.jpg](#), downloaded 574 times



Subject: Re: Status: .mix -> .lvl converter
Posted by [reborn](#) on Tue, 11 Sep 2007 00:02:37 GMT
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Looking good

Subject: Re: Status: .mix -> .lvl converter
Posted by [Gen_Blacky](#) on Tue, 11 Sep 2007 00:21:18 GMT
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sexy

Subject: Re: Status: .mix -> .lvl converter
Posted by [jonwil](#) on Tue, 11 Sep 2007 00:34:24 GMT
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I dont know of any protection that would actually work.

Subject: Re: Status: .mix -> .lvl converter
Posted by [BlueThen](#) on Tue, 11 Sep 2007 00:53:49 GMT
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jonwil wrote on Mon, 10 September 2007 19:34I dont know of any protection that would actually work.

a file to include in your mix so if the program see's it...?

Subject: Re: Status: .mix -> .lvl converter
Posted by [Oblivion165](#) on Tue, 11 Sep 2007 01:12:52 GMT
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BlueThen wrote on Mon, 10 September 2007 20:53jonwil wrote on Mon, 10 September 2007 19:34I dont know of any protection that would actually work.

a file to include in your mix so if the program see's it...?

I think you need to look at EVERY POST in this thread.

Anything and everything is easily bypassed in this situation because we can't change the way renegade reads maps. What you just said could be removed with RenegadeEx in 3 seconds, it wouldn't even require hexediting.

Subject: Re: Status: .mix -> .lvl converter
Posted by [IronWarrior](#) on Tue, 11 Sep 2007 01:32:29 GMT
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BlueThen wrote on Mon, 10 September 2007 19:53jonwil wrote on Mon, 10 September 2007 19:34I dont know of any protection that would actually work.

a file to include in your mix so if the program see's it...?

Would just remove the file from the .mix file then.

Yrr, what I'll mean, the .lvl file is really for server side stuff, someone using that, can't add new terrain or anything, just objects, like guard towers and crap.

To be honest, am starting to look forward to this, if it works.

I'll was making an siege_LVL file for MP, but I'll somehow deleted my LE folder and lost it... So, I'll gotta start again, with this, I'll won't have too, the Airstrip vehicle maker, was being a fucking bitch to get right anyway, so.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Sir Kane](#) on Tue, 11 Sep 2007 03:54:10 GMT
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MFC, looooooooooooooool

Subject: Re: Status: .mix -> .lvl converter
Posted by [Tunaman](#) on Tue, 11 Sep 2007 03:58:40 GMT
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What the fuck would be the purpose of stealing a map... It would just show that you're a douchebag and whoever believed that you made it would be retarded.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Sir Kane](#) on Tue, 11 Sep 2007 04:48:27 GMT
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You know there are plenty trolls in the Renegade "community" who would do this.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Tue, 11 Sep 2007 13:30:42 GMT
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Sir Kane wrote on Tue, 11 September 2007 05:54MFC, loooooooooooooool

Got anything better for C++ on Windows?

Subject: Re: Status: .mix -> .lvl converter
Posted by [Sir Kane](#) on Tue, 11 Sep 2007 15:27:40 GMT
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Yrr wrote on Tue, 11 September 2007 08:30Sir Kane wrote on Tue, 11 September 2007 05:54MFC, loooooooooooooool

Got anything better for C++ on Windows?
CreateWindow & friends API lololo

Subject: Re: Status: .mix -> .lvl converter
Posted by [DL60](#) on Tue, 11 Sep 2007 15:42:46 GMT
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@Ryu:
Quote:OH MY GOD, Thank you, Thank you so much, SMALL COMMUNITY!!

Thats simply the truth.

Quote:Small community = catching map-stealing tards is super easy.

Yea, should be in my eyes, when I find a modified copy of my map somewhere in the internet.

But I don't care of map-stealers.

Subject: Re: Status: .mix -> .lvl converter

Posted by [Genesis2001](#) on Tue, 11 Sep 2007 18:33:47 GMT

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DeathLink6.0 wrote on Tue, 11 September 2007 09:42@Ryu:

Quote:OH MY GOD, Thank you, Thank you so much, SMALL COMMUNITY!!

Thats simply the truth.

Quote:Small community = catching map-stealing tards is super easy.

Yea, should be in my eyes, when I find a modified copy of my map somewhere in the internet.

But I don't care of map-stealers.

Ryu was mentioning that the Ren community is larger than just a "small community". It's like Medium- to Somewhat large-sized community.

-MathK1LL

Subject: Re: Status: .mix -> .lvl converter

Posted by [BlueThen](#) on Tue, 11 Sep 2007 19:36:32 GMT

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Oblivion165 wrote on Mon, 10 September 2007 20:12BlueThen wrote on Mon, 10 September 2007 20:53jonwil wrote on Mon, 10 September 2007 19:34I dont know of any protection that would actually work.

a file to include in your mix so if the program see's it...?

I think you need to look at EVERY POST in this thread.

Anything and everything is easily bypassed in this situation because we can't change the way renegade reads maps. What you just said could be removed with RenegadeEx in 3 seconds, it wouldn't even require hexediting.

Again, I'm not saying that this should be made impossible (I know it's impossible to make it impossible!), but saying that this shouldn't made easier. Doesn't matter about the other ways.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Thu, 13 Sep 2007 23:58:08 GMT
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To protect your map from being converted back to a LevelEdit level, place a light anywhere on your map and set it's ambient color to RGB(51,102,153).
I do not plan to implement more protection in the converter itself. Maybe or maybe not I'll code a map protector later.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Canadacdn](#) on Fri, 14 Sep 2007 00:32:11 GMT
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That protection kind of sucks, especially for older maps.

Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Fri, 14 Sep 2007 00:33:50 GMT
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There is no way I can implement a protection in the converter which protects some of the older maps.

Subject: Re: Status: .mix -> .lvl converter
Posted by [IronWarrior](#) on Fri, 14 Sep 2007 04:07:44 GMT
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Protecting maps is so un-needed and useless, why is that so hard to see?

Subject: Re: Status: .mix -> .lvl converter
Posted by [PaRaDoX](#) on Fri, 14 Sep 2007 07:10:02 GMT
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Thanks for making tools for this community Yrr.

Maybe after this, you can tackle the object.ddb's and make a editor that does not require a device reset after every change?

Subject: Re: Status: .mix -> .lvl converter

Posted by **PaRaDoX** on Fri, 14 Sep 2007 09:49:40 GMT

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LOL!
