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Subject: Jonwil's Leveledit patch  
Posted by [Di3HardNL](#) on Thu, 12 Feb 2009 19:53:59 GMT  
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I am talking about the little application Jon Wil made you have to replace for the original LE application.

I can't seem to find this, while i searched everywhere :s normally it was on renhelp.net, but its down and I can't find it either on game-maps.net..

I need this to export my maps as .MIX

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Subject: Re: Jonwil's Leveledit patch  
Posted by [reborn](#) on Thu, 12 Feb 2009 20:12:31 GMT  
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<http://ren.game-maps.net/index.php?act=view&id=999>

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Subject: Re: Jonwil's Leveledit patch  
Posted by [Di3HardNL](#) on Thu, 12 Feb 2009 20:20:43 GMT  
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Thanks i dont know why i couldn't find it on game-maps tho :/

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Subject: Re: Jonwil's Leveledit patch  
Posted by [IronWarrior](#) on Thu, 12 Feb 2009 20:58:33 GMT  
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Di3HardNL wrote on Thu, 12 February 2009 14:20Thanks i dont know why i couldn't find it on game-maps tho :/

Lies.

If it's not on Game-Maps.NET it's not on the internet!

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Subject: Re: Jonwil's Leveledit patch  
Posted by [danpaul88](#) on Thu, 12 Feb 2009 23:25:37 GMT  
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Actually I have noticed a lot of people seem to struggle to find things on gamemaps.net, perhaps

your indexing and searching system could do with some changes to make it easier to find things? I myself have sometimes spent nearly 20 minutes trying to find things on there, even though I have a vague idea where they are to begin with.

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Subject: Re: Jonwil's Leveledit patch  
Posted by [IronWarrior](#) on Thu, 12 Feb 2009 23:45:45 GMT  
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danpaul88 wrote on Thu, 12 February 2009 17:25 Actually I have noticed a lot of people seem to struggle to find things on gamemaps.net, perhaps your indexing and searching system could do with some changes to make it easier to find things? I myself have sometimes spent nearly 20 minutes trying to find things on there, even though I have a vague idea where they are to begin with.

I'm taking the piss...

I try to keep Game-Maps updated but am only one man.

What do you have trouble finding?

Last year, I tired to re-arrage the categorys to make things easier to find.

I'm very open to suggetsions and feed back.

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Subject: Re: Jonwil's Leveledit patch  
Posted by [danpaul88](#) on Fri, 13 Feb 2009 00:13:05 GMT  
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I can't remember now, it was a while back, perhaps even before your reshuffle last year. I will have a think on it and get back to you if I come up with any useful suggestions.

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Subject: Re: Jonwil's Leveledit patch  
Posted by [nikki6ixx](#) on Fri, 13 Feb 2009 00:16:10 GMT  
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IronWarrior wrote on Thu, 12 February 2009 14:58  
If it's not on Game-Maps.NET it's not on the internet!

lol, that should totally be in your sig, or even the motto of your site.

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Subject: Re: Jonwil's Leveledit patch  
Posted by [Genesis2001](#) on Fri, 13 Feb 2009 01:30:37 GMT

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BTW. I keep forgetting to mention this...

Something wrong with that....

Black-Intel didn't make SSAOW/SSGM... Black-Cell did...

### File Attachments

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1) [blackintel+ssaow.png](#), downloaded 646 times

Category
SSAOW
SSAOW versions from Black-Intel

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Subject: Re: Jonwil's Leveledit patch

Posted by [IronWarrior](#) on Fri, 13 Feb 2009 01:33:39 GMT

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Zack wrote on Thu, 12 February 2009 19:30BTW. I keep forgetting to mention this...

Something wrong with that....

Black-Intel didn't make SSAOW/SSGM... Black-Cell did...

Tell that to EWD, since he was the one who told me to change it from Cell to Intel.

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Subject: Re: Jonwil's Leveledit patch

Posted by [Genesis2001](#) on Fri, 13 Feb 2009 01:37:05 GMT

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IronWarrior wrote on Thu, 12 February 2009 18:33Zack wrote on Thu, 12 February 2009 19:30BTW. I keep forgetting to mention this...

Something wrong with that....

Black-Intel didn't make SSAOW/SSGM... Black-Cell did...

Tell that to EWD, since he was the one who told me to change it from Cell to Intel.

Nothing in that category was made by Black-Cell afaik...

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Subject: Re: Jonwil's Leveledit patch  
Posted by [StealthEye](#) on Fri, 13 Feb 2009 11:49:57 GMT  
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Only thing we (BlackIntel, without -) had to do with SSAOW was some port from an older scripts.dll version to a newer version afaik. Best change it to Black-Cell indeed. You can add a "ported by BlackIntel" comment for some of them perhaps, but frankly I don't even know which one(s) we ported...

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Subject: Re: Jonwil's Leveledit patch  
Posted by [IronWarrior](#) on Fri, 13 Feb 2009 15:11:16 GMT  
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Next time I login, I change that again.

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Subject: Re: Jonwil's Leveledit patch  
Posted by [Ethenal](#) on Sat, 14 Feb 2009 00:01:39 GMT  
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Not to mention SSGM is kept in there despite it being SSAOW.

I do agree though, sometimes it's very difficult to find certain things there. Overall you do a great job with the site though.

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Subject: Re: Jonwil's Leveledit patch  
Posted by [rrutk](#) on Mon, 16 Feb 2009 03:10:38 GMT  
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IronWarrior wrote on Thu, 12 February 2009 17:45danpaul88 wrote on Thu, 12 February 2009 17:25Actually I have noticed a lot of people seem to struggle to find things on gamemaps.net, perhaps your indexing and searching system could do with some changes to make it easier to find things? I myself have sometimes spent nearly 20 minutes trying to find things on there, even though I have a vague idea where they are to begin with.

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What do you have trouble finding?

Last year, I tired to re-arrage the categorys to make things easier to find.

I'm very open to suggetsions and feed back.

If possible, arrange and group the renegade-maps by author/designer. so its easy to seperate good maps from shit.

E.g.

- Maps by Aircraftkiller:

- xxx

- xxx

- Maps by Titan:

- xxx

- xxx

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Subject: Re: Jonwil's Leveledit patch

Posted by [Genesis2001](#) on Mon, 16 Feb 2009 23:08:47 GMT

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That would put more work on them trying to keep that straight...

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Subject: Re: Jonwil's Leveledit patch

Posted by [IronWarrior](#) on Mon, 16 Feb 2009 23:42:44 GMT

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Yeah that is not going to happen, I have thought about it, but no, we would have too many categorys with one or two maps in.

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Subject: Re: Jonwil's Leveledit patch

Posted by [rutk](#) on Tue, 17 Feb 2009 01:04:07 GMT

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ok, understood.

then make only for those level designers categories, who made a lot of good stuff?

well, e.g. it was for ME a lot of work too, to find all maps made by ACK.

so, either the user will have a lot of work or the hoster

I would like to have a directory full of really good maps, but i dont want to download 400 maps and check eath of them, if they are a POS or a good one.

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to make the first step:

ACK maps:

C&C\_Bunkers.mix | Version 2.0  
C&C\_Basin.mix | Version 1.2  
C&C\_BasinTS.mix | Version 2.0  
C&C\_Beach.mix | Version 1.0  
C&C\_City\_Flying\_Exp.mix | Version 1.2  
C&C\_Country\_Meadow.mix | Version 2.0  
C&C\_CYTeamDM | Version 1.0  
C&C\_DMCenter.mix | Version 1.0  
C&C\_DMCenterTS.mix | Version 2.0  
C&C\_DMConYard | Version 1.1  
C&C\_Eglin\_AFB.mix | Version 1.0  
C&C\_Flight\_Deck.mix | Version 1.0  
C&C\_Forest\_Trail.mix | Version 1.0  
C&C\_Glacier.mix | Version 1.1  
C&C\_GlacierTS.mix | Version 2.0  
C&C\_Golf\_Course.mix | Version 1.0  
C&C\_Land.mix | Version 1.0  
C&C\_Mars.mix | Version 1.0  
C&C\_MedicalLevel | Version 1.1  
C&C Metro | Version 1.0  
C&C MetroTS | Version 2.1  
C&C\_Metropolis.mix | Version 1.0  
C&C\_Mines.mix | Version 1.3  
C&C\_MinesTS.mix | Version 2.1  
C&C\_River\_Canyon.mix | Version 1.0  
C&C\_River\_Raid.mix | Version 1.0  
C&C\_River\_RaidTS.mix | Version 2.0  
C&C\_The\_Woods\_Today | Version 1.0

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