
Subject: Blue Heck spawning glitch

Posted by [F1AScroll](#) on Wed, 18 Mar 2009 10:38:10 GMT

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I tried my 3DS install with the w3d plugin for 3DS Max 8. Amazingly, my custom terrain worked in LevelEdit. However, it didn't work in game. It didn't crash, it just failed to spawn my characters anywhere except blue heck. I tried making temps, using them, and exporting a .pkg, and that worked. Then I changed the model to the latest (test777, IIRC) and did the same exact thing. It blue heck spawned me again. Can anyone explain why? Files included.

Also, whenever it did work, my Hand of Nod wasn't showing as such. Was that because I didn't have "projectile" marked in the .max file? Do "add"ed or "temp"ed buildings work in multiplayer?

Thanks in advance.

P.S. Does anyone have a utility to convert .gmax files into .max files?

File Attachments

- 1) [objects.zip](#), downloaded 142 times
 - 2) [temps20.ddb](#), downloaded 164 times
 - 3) [conv10.cdb](#), downloaded 200 times
 - 4) [CO_TestLevel.lvl](#), downloaded 137 times
 - 5) [test2.max](#), downloaded 129 times
-

Subject: Re: Blue Heck spawning glitch

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 18 Mar 2009 15:47:36 GMT

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Blue Heck? Lol, first time I've heard that one.

Subject: Re: Blue Heck spawning glitch

Posted by [Spyder](#) on Wed, 18 Mar 2009 16:42:38 GMT

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I don't really get what he wants to tell us

Subject: Re: Blue Heck spawning glitch

Posted by [Gen_Blacky](#) on Wed, 18 Mar 2009 22:26:26 GMT

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When you export the map as a .mix and you load the map the player just falls and there is no map is that what you are talking about.

Subject: Re: Blue Heck spawning glitch
Posted by [Omar007](#) on Wed, 18 Mar 2009 22:37:34 GMT
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If that is what he means than he should recheck that he saved to W3D to his Mod/Map Package folder

Subject: Re: Blue Heck spawning glitch
Posted by [R315r4z0r](#) on Thu, 19 Mar 2009 15:14:31 GMT
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No, I don't know how to convert gmax to max.

However, if your map isn't appearing and you just keep falling when you spawn, then there is probably a name problem with your map.

Make sure that the name of your map is formatted like this: C&C_YOURMAP.mix

You need to have the "C&C_" in front or else you are going to get the problem you are having.

Subject: Re: Blue Heck spawning glitch
Posted by [F1AScroll](#) on Fri, 20 Mar 2009 01:20:50 GMT
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Thanks. I was just renaming the .mix to "C&C_CO_tdgdi1n2.mix" before, and now I renamed the .lvl and exported and it worked. You're the greatest.

Subject: Re: Blue Heck spawning glitch
Posted by [Genesis2001](#) on Fri, 20 Mar 2009 01:32:41 GMT
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If you mean exporting from JFW's Leveledit to MIX, it doesn't work. Just export as PKG and put "C&C_YOURMAP.mix" (quotes included) in the file-save dialog.

Subject: Re: Blue Heck spawning glitch
Posted by [Omar007](#) on Fri, 20 Mar 2009 08:57:59 GMT
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*not really related: Why does export to MIX don't work :S
I did that on Tiberium Redux and afaik it worked as it should

Subject: Re: Blue Heck spawning glitch
Posted by [Jerad2142](#) on Fri, 20 Mar 2009 15:28:32 GMT
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Go into the data folder, if you map has a *map name*.thu file in there, delete it and try running your map again.

Subject: Re: Blue Heck spawning glitch
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 16:35:59 GMT
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Thanks. By-the-way, I named the .lvl file C&C_CO_tdgdi1n2.lvl and used save as mix to save it as C&C_CO_tdgdi1n2.mix, and it works in LAN and MP Practice, but not in SP. Haven't tried online. Thanks.
