
Subject: Westwood map editing
Posted by [LeeumDee](#) on Tue, 09 Jun 2009 11:53:34 GMT
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Hey, so I'm trying to edit some existing maps.
Basically all i want to do is change some texture names so it loads different textures instead of the originals and so it only changes that map.

I figured hex editing the mix and placing the new textures in my data folder would work. But i hit a brick wall. When opening c&c_walls.mix and searching for l10_botcliff.dds (and many others) Which is in the map. It doesn't find it.

Can anybody help? Maybe a quick tutorial or something. Or just a push in the right direction.

Thanks.

Subject: Re: Westwood map editing
Posted by [YazooGang](#) on Tue, 09 Jun 2009 14:13:48 GMT
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Why would you want to Hex edit the mix files?
Here, XCC mixer is your friend with renegade dat files and mix files:
http://xhp.xwis.net/utilities/XCC_Uutilities.exe

Subject: Re: Westwood map editing
Posted by [LeeumDee](#) on Tue, 09 Jun 2009 14:17:46 GMT
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Im aware of xcc utilities, but again even using xcc mixer or mix editor I'm not aware of how to get the map to load my new textures.

I open with mixer, and can add files but don't know where that leaves me?

Subject: Re: Westwood map editing
Posted by [resistor1](#) on Tue, 09 Jun 2009 14:19:40 GMT
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i think level edit would work for this
