
Subject: LevelEdit..Wats Dat!?
Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 18:42:27 GMT
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What does that mean?

I'm sure it has something to do why my maps looks like this after save to .mix file..

(Map = C&C_Complex)

Subject: Re: LevelEdit..Wats Dat!?
Posted by [mr£ÄŞÄ-z](#) on Tue, 16 Jun 2009 18:45:19 GMT
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Shows your Install Path on the Short way, shows that it loaded the Building Aggregates, shows that the Refinery Controller exists etc.

Subject: Re: LevelEdit..Wats Dat!?
Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 18:56:25 GMT
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what about 2nd pic

Subject: Re: LevelEdit..Wats Dat!?
Posted by [mr£ÄŞÄ-z](#) on Tue, 16 Jun 2009 19:01:22 GMT
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Rename Orginal Complex to C&C_Complex2.mix and put it in Data folder.

Subject: Re: LevelEdit..Wats Dat!?
Posted by [Prulez](#) on Tue, 16 Jun 2009 19:04:02 GMT
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Complex to C&C_Complex2.mix and put it in Data folder.
Your user name is incredibly annoying.

Subject: Re: LevelEdit..Wats Dat!?
Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 19:07:58 GMT
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it in Data folder.

That is the solution! BTW MADRACKZ THANKS!
Does it also work without 2 complex maps in 1 data folder?

Subject: Re: LevelEdit..Wats Dat!?
Posted by [Stefan](#) on Tue, 16 Jun 2009 20:34:24 GMT
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It means the proper w3d file, the one set in leveledit, of your level is missing in the mix file.
(second screenie, that error on the first one means nothing)

Try doing Save As > overwrite the original > delete original mix > export mix.

Subject: Re: LevelEdit..Wats Dat!?
Posted by [LiL KiLLa](#) on Tue, 16 Jun 2009 20:37:22 GMT
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thanks but it works now for me

Subject: Re: LevelEdit..Wats Dat!?
Posted by [Di3HardNL](#) on Tue, 16 Jun 2009 20:45:45 GMT
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You can keep it in 1 mix if you re-add the original files of a specific map to your new map in XCCMixer.

You can simply select the files in a folder and then drag them into XCCMixer, and it automatically saves in it

Subject: Re: LevelEdit..Wats Dat!?
Posted by [LiL KiLLa](#) on Wed, 17 Jun 2009 16:19:27 GMT
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Di3HardNL wrote on Tue, 16 June 2009 22:45 You can keep it in 1 mix if you re-add the original files of a specific map to your new map in XCCMixer.

You can simply select the files in a folder and then drag them into XCCMixer, and it automatically saves in it

Ahh
