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Subject: Packing objects in .mix files  
Posted by [halo2pac](#) on Sat, 17 Sep 2011 02:10:48 GMT  
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So I am having trouble finding ways to pack up items into a .mix file just like the 'quake' pack that is being used for TT right now.

Does anyone know how to add models and objects such as images or sound to a mix file?

thanks!

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Subject: Re: Packing objects in .mix files  
Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 02:30:03 GMT  
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XCC Mixer.

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Subject: Re: Packing objects in .mix files  
Posted by [halo2pac](#) on Sat, 17 Sep 2011 04:47:59 GMT  
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That does work for making them, but I get a 'Failed to open input file 'E:\Westwood\RenegadeFDS\Server\H2PResources.mix'. Which are just .mp3's and .wavs (and the default format of 'Tiberian Sun Mix' so says the editor, theres no Renegade value either...)

with the Package Editor for TT

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Subject: Re: Packing objects in .mix files  
Posted by [iRANian](#) on Sat, 17 Sep 2011 08:00:31 GMT  
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Try RenegadeEX.

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Subject: Re: Packing objects in .mix files  
Posted by [crazfulla](#) on Sat, 17 Sep 2011 08:49:08 GMT  
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just make a copy of a mix file you already have, then delete everythign in it.

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Subject: Re: Packing objects in .mix files

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Posted by [Taz](#) on Sat, 17 Sep 2011 18:35:44 GMT

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crazfulla wrote on Sat, 17 September 2011 01:49 just make a copy of a mix file you already have, then delete everything in it.

This.

But remember, when you delete files from a mix package, the file size won't decrease.

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Subject: Re: Packing objects in .mix files

Posted by [halo2pac](#) on Sun, 18 Sep 2011 02:38:41 GMT

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iRANian wrote on Sat, 17 September 2011 04:00 Try RenegadeEX.

It keeps naming them .pkg..

Edit: I renamed them to .mix and it works... Thanks Iran!

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Subject: Re: Packing objects in .mix files

Posted by [Jerad2142](#) on Sun, 18 Sep 2011 05:51:26 GMT

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Add them into a preset's dependencies that's placed on the level then it'll export when you export the level.

(Assuming you are exporting it as an actual .mix)

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Subject: Re: Packing objects in .mix files

Posted by [halo2pac](#) on Sun, 18 Sep 2011 07:33:33 GMT

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Jerad Gray wrote on Sun, 18 September 2011 01:51 Add them into a preset's dependencies that's placed on the level then it'll export when you export the level.

(Assuming you are exporting it as an actual .mix)

good advice, but I'm just making a resource pack for a TT server.

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Subject: Re: Packing objects in .mix files

Posted by [Jerad2142](#) on Mon, 19 Sep 2011 04:51:30 GMT

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halo2pac wrote on Sun, 18 September 2011 01:33Jerad Gray wrote on Sun, 18 September 2011 01:51Add them into a preset's dependencies that's placed on the level then it'll export when you export the level.

(Assuming you are exporting it as an actual .mix)  
good advice, but Im just making a resource pack for a TT server.  
Oh sorry, well I have no clue how one goes about doing that.

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Subject: Re: Packing objects in .mix files  
Posted by [danpaul88](#) on Mon, 19 Sep 2011 08:26:58 GMT  
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Taz wrote on Sat, 17 September 2011 19:35crazfulla wrote on Sat, 17 September 2011 01:49just make a copy of a mix file you already have, then delete everythign in it.

This.

But remember, when you delete files from a mix package, the file size won't decrease.

Uhh, what tool are you using? When I delete files from a mix package using RenegadeEx the file size \*does\* decrease, as it should.

EDIT;

Also, as far as I know, under 4.0 the client will not cross-load textures or models from files other than the two .dat files and the mix file for the map being played, so a shared .mix for those probably won't be possible. Not sure if other resources can be shared in such a way....

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Subject: Re: Packing objects in .mix files  
Posted by [Gen\\_Blacky](#) on Mon, 19 Sep 2011 14:10:39 GMT  
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danpaul88 wrote on Mon, 19 September 2011 01:26  
Also, as far as I know, under 4.0 the client will not cross-load textures or models from files other than the two .dat files and the mix file for the map being played, so a shared .mix for those probably won't be possible. Not sure if other resources can be shared in such a way....

They use to. Thats the problem with missing textures on fanmaps ect.

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Subject: Re: Packing objects in .mix files  
Posted by [danpaul88](#) on Mon, 19 Sep 2011 20:08:44 GMT

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The cross loading also caused conflicts when two maps had different resources with the same filename, hence why it was disabled.

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Subject: Re: Packing objects in .mix files  
Posted by [halo2pac](#) on Mon, 19 Sep 2011 23:48:31 GMT  
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It still works.. sort of with sound files. SNDA and SNDP still have issues some times.

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