
Subject: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Sat, 20 Feb 2016 08:36:33 GMT
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We'd like to add Meadow.mix to the rotation on Rencorner:
https://dl.dropboxusercontent.com/u/95787410/C%26C_Meadow.mix

Unfortunately, Meadow.mix will not convert, or even show an error. Shaitan thinks it has something to do with all these .ini files in the mix file:

armor.ini
armor_backup_copy.ini
asset_report.txt
bones.ini
buildings.ini
cameras.ini
campaign.ini
characters.ini
dazzle.ini
desktop.ini
explosion.ini
game.ini
gang.ini
input.ini
menu.ini
phrases.ini
speech.ini
stylemgr.ini
surfaceeffects.ini
ta_dummy.tga
vehicles.ini
w3danimsound.ini
weapons.ini

Who could help us solve this problem? Thanks in advance!

Reminder of what the map looks like .

Subject: Re: Getting Meadow.mix to work with TT
Posted by [jonwil](#) on Sat, 20 Feb 2016 11:22:33 GMT
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Looks like one of the filenames in the mix file has a character in it that packageeditor doesn't like (the bogus character was a u with 2 dots above it)

I hex edited all the right places in the mix file so it doesn't have the bogus character anymore and now it converts.

You can download the fixed mix file from

<https://drive.google.com/file/d/0B9idqO9KygGsQm5ReIIPV0xhcnM/view?usp=sharing>

Subject: Re: Getting Meadow.mix to work with TT
Posted by [-TLS-DJ-EYE-K](#) on Sat, 20 Feb 2016 13:24:31 GMT
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Thank you for your help jonwil, much appreciated

Subject: Re: Getting Meadow.mix to work with TT
Posted by [shaitan](#) on Sat, 20 Feb 2016 14:02:48 GMT
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Nice catch jonwil. There's two files with that.

felswand_grün01.tga
fels_grün01.tga

Subject: Re: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Sat, 20 Feb 2016 19:41:29 GMT
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Jonwil, could you correct the 2nd problem as well, plz?

Subject: Re: Getting Meadow.mix to work with TT
Posted by [jonwil](#) on Sat, 20 Feb 2016 21:24:55 GMT
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I fixed both filenames btw, the mix file I uploaded does convert properly.

Subject: Re: Getting Meadow.mix to work with TT
Posted by [shaitan](#) on Mon, 22 Feb 2016 02:34:02 GMT
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Did you get the .mix to actually convert/install? When I do it with that file you fixed, it only has

these files show up in the ttf(converts/installs fine):

3B604331.dirt02bt.tga
4AB799C7.fels_grun01.tga
6D202A4E.gdi_con_tmp.tga
76E07D0B.meadow_v4.w3d
79B4D438.gdi_base_tmp.tga
B2E8DD08.shp_eng5.tga
EF6E9B93.felswand_grun01.tga
F3F682FF.0201cavetx.tga

You cannot download to get into the server, and that last time I tried it, it crashed the fds(no crash dump made).

Subject: Re: Getting Meadow.mix to work with TT
Posted by [jonwil](#) on Mon, 22 Feb 2016 09:30:22 GMT
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Converted properly for me.
<https://drive.google.com/file/d/0B9idqO9KyGgsRmxvcGtYVGdTTVU/view?usp=sharing> contains the results of converting it (all the files seem to be there).

Subject: Re: Getting Meadow.mix to work with TT
Posted by [shaitan](#) on Mon, 22 Feb 2016 14:53:56 GMT
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Alright, maybe it was a fluke. I'll try again tonight if the server is empty.

Subject: Re: Getting Meadow.mix to work with TT
Posted by [Gen_Blacky](#) on Tue, 23 Feb 2016 04:05:36 GMT
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Their is already a working version on the server fyi

Subject: Re: Getting Meadow.mix to work with TT
Posted by [shaitan](#) on Wed, 02 Mar 2016 14:27:30 GMT
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Finally got the server shut off, it's added ok. No missing textures and such that I see. There is one huge issue though: it forces all the text to be german, it takes a restart of your game to turn it back to normal.

Any idea how to fix that? Looking through those .ini's right now, and I don't see a simple "english/german" xD.

<http://i.imgur.com/S6f9vbN.png>
<http://i.imgur.com/jGRoYEU.png>

edit Looks like the guys bitched about Obi not firing too, lol.

Subject: Re: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Wed, 02 Mar 2016 21:54:09 GMT
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Oby seems not to fire at all when it was tested, indeed. Any ideas?

Subject: Re: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Tue, 08 Mar 2016 05:59:37 GMT
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Bump. Anyone willing to help us with this?

Subject: Re: Getting Meadow.mix to work with TT
Posted by [\[-HOH-\]szymek777](#) on Tue, 08 Mar 2016 19:28:50 GMT
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I've updated map so try it. I don't know how to convert so here is mix file. Hope everything will be working.DOWNLOAD

Subject: Re: Getting Meadow.mix to work with TT
Posted by [shaitan](#) on Tue, 08 Mar 2016 22:22:28 GMT
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Thank you szy, will try this one out when we can get the server shut down.

Subject: Re: Getting Meadow.mix to work with TT
Posted by [shaitan](#) on Wed, 09 Mar 2016 14:17:41 GMT
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Obi works, the Menu/text is back to English. Thank you both for getting that map to work...even though I always thought it sucked back then.

Subject: Re: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Mon, 14 Mar 2016 07:25:15 GMT
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Szy, there is another bug. When GDI purchases vehicles, they often stay in the wf bay, instead of driving out. Also happens for the harv, so when the harv gets killed, it gets bought again but it stays stuck in the warf bay. Could you look into this issue, please? Something similar happens for the airstrip, vehicles turn in a circle and stay on the red part of the strip.

Subject: Re: Getting Meadow.mix to work with TT
Posted by [\[-HOH-\]szymek777](#) on Mon, 14 Mar 2016 20:35:42 GMT
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Fixed:
-vehicles got stuck in weapons factory
-improved performace (better FPS)
-moved turret 1 meter near airstrip so harvester won't get stuck(got stuck for me)
-fixed vehicles spinning on airstrip

==DOWNLOAD==

Enjoy

Subject: Re: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Sat, 19 Mar 2016 17:01:26 GMT
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Cool ! Thanks a bunch!

Subject: Re: Getting Meadow.mix to work with TT
Posted by [liquidv2](#) on Sat, 26 Mar 2016 19:52:03 GMT
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shaitan wrote on Wed, 02 March 2016 08:27There is one huge issue though: it forces all the text to be german,
