
Subject: pkg --> mix I am still having problems,
Posted by [Cpo64](#) on Fri, 28 Feb 2003 04:13:30 GMT
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I am still having problems with my conversion, where is the best tutorial located?

(ohhh, my first Neo-Renegade Public Forum post)

Subject: pkg --> mix I am still having problems,
Posted by [Griever92](#) on Fri, 28 Feb 2003 04:21:58 GMT
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i've been trying to figure this out as well, I think theres a setting you have to enable in Leveledit but i'm not sure

Subject: pkg --> mix I am still having problems,
Posted by [Titan1x77](#) on Fri, 28 Feb 2003 06:55:25 GMT
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make sure you havent altered any presets in any way or form....if you have just delete objects.dbb

All your temps are stored in the temp020.dbb

Also make sure to delete always,presets and charcters after you have saved your .lvl 1st then export with "C&C_urname.mix"

Im sure you knew most of that stuff

But try deleting objects.dbb b4 you load and save your .lvl

(just remove it and place it back to make sure you don't lose anything you added,if u did add you have to temp it)

Subject: This is all it takes
Posted by [Captkurt](#) on Sat, 01 Mar 2003 05:31:30 GMT
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If you made any changes to any of the presets, and are using these changes in your map, you need to do it with a Temp. and then after loading your map, minimize level edit and go to the directory where your map is stored. Usually C:\Program Files\RenegadePublicTools\LevelEdit\YOUR MAPS and remove the following directories; Always, Characters, Presets, then make sure that the only

after doing all that, go back to your level edit, and maximize it, and click on "file" Then "Export mod package"

Here is where you need to pay attention. Put the (") quote then the C&C_NAME_OF_YOUR_MAP.MIX and then end it all with closed (") and click save. Hope this helps. Let me know if you need more help.

Subject: pkg --> mix I am still having problems,
Posted by [Captkurt](#) on Mon, 03 Mar 2003 03:59:15 GMT
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One other thing, the name of your map.mix must be the same as the file you open in your level edit. so rename the file to the name you want it to end up being , before you open it in leveledit. maybe this will help.

Subject: pkg --> mix I am still having problems,
Posted by [Cpo64](#) on Tue, 04 Mar 2003 18:04:44 GMT
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I have done all these things, but I still have the same problem. The map loads in Renegade, i spawn in the building, walk outside and there isn't one, the terrain does not show, and is not there phisicaly. But it works perfectly as a pkg. What I am doing now is deleting the terrain from the terrain file leaving only the proxies, and adding the actual terrain as a tile, to see if it works that way.

Subject: pkg --> mix I am still having problems,
Posted by [Deafwasp](#) on Tue, 04 Mar 2003 18:39:53 GMT
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I had same problem, just do this.

Start a new mod file in Commando, finish your map settings and save your file. Open up windows explorer and find that new folder, delete all the foldrs in it except Scripts, Levels, and EditorCache. Then go back to commando, and go file> export and type in "your map.mix" (write in in the quotes"" also)

then continue, should be it.

If you still have problems, I have another solution.

Subject: pkg --> mix I am still having problems,
Posted by [Cpo64](#) on Tue, 04 Mar 2003 18:51:49 GMT
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Ok, if what I am doing doesn't work I will try that. I have so many temps that it would take quite a while to do that, unless I can import/export the temps from one to the other. Hey, is to many temps the problem?

Subject: pkg --> mix I am still having problems,
Posted by [NeoSaber](#) on Tue, 04 Mar 2003 19:25:22 GMT
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Cpo64I have so many temps that it would take quite a while to do that, unless I can import/export the temps from one to the other.

In the presets folder, the file temps20.ddb contains all your temp presets. If you copy that file to another map's presets folder it will put in all your temp presets.

If the new map already has temp presets, this method will overwrite them, so only do this if you don't need the settings being overwritten.

Subject: pkg --> mix I am still having problems,
Posted by [Cpo64](#) on Thu, 06 Mar 2003 05:46:37 GMT
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I got it to work my way, by removing the ground and building exteriors from the "Terrain" w3d, leaving only the proxies, and adding the ground as a tile, it works now, 99%. Only problem I have now is the weapon spawn does not work, I will make my own spawn and see if that works. I should have pics and a release soon, but no promises.

Subject: pkg --> mix I am still having problems,
Posted by [Deafwasp](#) on Thu, 06 Mar 2003 15:57:06 GMT
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you sure the weapon spawns do not spawn and then fall through the tile that you made your terrain?

Subject: pkg --> mix I am still having problems,
Posted by [Cpo64](#) on Thu, 06 Mar 2003 17:44:33 GMT
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I don't think so, because crates show up.

Subject: pkg --> mix I am still having problems,

Posted by [Phobia](#) on Sat, 08 Mar 2003 01:54:08 GMT

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ummm yeah, i have my level done and everything but i want it in .mix format, how do i make it that was without losing everything? and if its the same way you guys just discribed why do i continuosly just end up falling, and falling, and falling, and so on and so forth? :oops:
