
Subject: nm this post
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 23:55:24 GMT
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nm this post

Subject: nm this post
Posted by [Titan1x77](#) on Tue, 01 Jul 2003 00:02:47 GMT
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We allready know all of this joey... :rolleyes:

Subject: nm this post
Posted by [General Havoc](#) on Tue, 01 Jul 2003 00:03:24 GMT
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Delete all of ACK's maps from your Renegade directory. Load up LevelEdit and then try and make the maps in LevelEdit.

Westwood would have had there presets in LevelEdit because they were "work in progress" meaning unfinished. When they were handed over to ACK the maps were finished but the presets still remained in LevelEdit. The finished maps when installed are the same files as what Westwood used in early stages of production.

The preset simply pulls the terrain from ACK's mix file into your LevelEdit. Notice how from "sheer luck" that C&C_Snow doesn't work for some strange reason.

_General Havoc

Subject: nm this post
Posted by [Joey-Y](#) on Tue, 01 Jul 2003 00:16:27 GMT
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ah but some levels did load wihtout them..i dont got mines and it laoded...

Subject: nm this post
Posted by [Aircraftkiller](#) on Tue, 01 Jul 2003 04:02:34 GMT
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Wrong... It won't load if you don't have the C&C Mines.mix file.

Snow won't load, either, because I haven't finished it yet. It's not something I'm wanting to release

at all...
