Subject: Creating a .mix map tutorial?
Posted by ohmybad on Sun, 30 Mar 2003 20:01:40 GMT
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Is there a tutorial on creating a .mix map

Subject: Creating a .mix map tutorial?
Posted by SomeRhino on Sun, 30 Mar 2003 20:50:33 GMT
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In order to export to .mix, you can't have added any presets to the library except a terrain and temp presets.

First, backup your mod folder, since you can't edit it anymore after exporting to .mix

Open the mod folder in explorer, and load up your level in level edit. Flip over to the explorer window, and delete all the folders except EditorCache, Scripts, and Levels.

Open your levels folder, delete the level files.

Save your level as C&C_UrinalCake, replacing UrinalCake with whatever you want to name your level. It must have the C&C_ prefix.

Export your mod package as the following with the quotations:

"C&C_UrinalCake.mix"

If you've got problems in Renegade loading it, then you probably modified the default preset library.

Subject: Creating a .mix map tutorial?
Posted by General Havoc on Sun, 30 Mar 2003 22:04:22 GMT
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Yeah. Thats why it is good practise to temp all presets you make because it has no affect on editing, you juist use a different button but it allows you to convert to MIX without worrying if you temped everything.

_General Havoc

Subject: Creating a .mix map tutorial?
Posted by mike9292 on Mon, 31 Mar 2003 01:12:04 GMT
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u can find this in magic013's heightfield tut in renhelp