
Subject: LEVEL EDIT DEV PROBLEM

Posted by [xpontius](#) on Fri, 26 Mar 2004 17:35:03 GMT

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If anyone can remember that post where about the version of LE that was supposed to be an editors edition or whatever, I did it so that I could get my comp to temp correctly. Unfortunately, it temps correctly but at a price, which is I CANT SEE ANY SERVERS ON RENEGADE!! I exported as a .mix for the first time since I reinstalled Renegade for the same problem 2 weeks ago. Now I dont know what to do.. I can talk to everyone in chat and post messages, but no one can see me in my game nor can I see any other games. There something about this version that is screwed up?

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Posted by [kawolsky](#) on Fri, 26 Mar 2004 21:42:55 GMT

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iv had problems with LE_DEV my self, when i exported as .mix, other maps used to be affected by the changes i made to my maps e.g high jump etc... there are a few problems with le_dev, which is probably why it was never publically released by WW.....

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Posted by [Dante](#) on Fri, 26 Mar 2004 22:14:31 GMT

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don't save to the Renegade/Data dir, save it to the mod folder, then copy the mix for distrobution.

any temped presets where added to your game, rather then to the map specifically, do as i said above, and it will work wonders...

Subject: LEVEL EDIT DEV PROBLEM

Posted by [xpontius](#) on Sat, 27 Mar 2004 02:26:10 GMT

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Quote:any temped presets where added to your game, rather then to the map specifically,

You dont mind rephrasing taht do you? It is kinda hard to read and comprehend...

On the other hand, why is it that even if I do take it out of the data folder, ren is still messed up? I dont mind reinstalling, but ya know..

edit- o wait, that where is a were...

any temped presets were added to your game...ok

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Posted by [kawolsky](#) on Sat, 27 Mar 2004 09:34:17 GMT

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so basically it adds it to the game instead of just the one map, thanks dante

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Posted by [Titan1x77](#) on Sat, 27 Mar 2004 10:40:13 GMT

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xpontiusQuote: any temped presets were added to your game, rather than to the map specifically,

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It left a .ddb file behind...always.ddb is the file I beleive...Export to another folder and see what files ends up in there....the .ddb files are whats conflicting with the other maps.

Delete the ones you created.

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Posted by [Oblivion165](#) on Sat, 27 Mar 2004 18:02:06 GMT

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where did you get the level editor? i know RenAlert came out witj one like that.
