Subject: Re: Level Edit Help
Posted by Graviton on Tue, 16 Oct 2007 01:35:46 GMT
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While I have this post up, I figured out somehwat how to make it a .mix, but every time I run it, the map either crashes Renegade and gives me an error, or I fall through the floor in the center of the map (in Hourglass, anywho cause thats the only one I got past the crash phase. Don't know how.

I open up XCC Mixer, open the map and then copy the map that is like mp_canyon.w3d with type w3d and put it on desktop. I put that as a terrain in LvL edit and save the level as C&C_Canyon.mix then do Export Mod Package and type in <"C&C_Canyon.mix"> with the quotes, without the <'s. Then I put it in FDS data folder and run. It IS a .mix, but it doesn't work in the aforementioned way.

Still, any tips on the wall?