Subject: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 01:30:51 GMT

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Hello together!

Finally, after few weeks of hard work, I finished a program to convert Renegade maps back to LevelEdit level files.
Please report warnings, unusual errors and bugs to yrr@icefinch.net.

Download: http://www.icefinch.net/files/LevelRedit.zip

Usage:Add one or more Renegade .mix maps.
Set the output folder (you'd use your LevelEdit folder).
Click on 'Convert Now!'.
After converting, open LevelEdit and choose the mod package which has the same name as the map you just converted.
Open the .lvl file for the map you converted.

After conversion, to complete the map:Remove pathfind generators you don't need. The converter automatically creates pathfind generators in front of each carmaker, which could be too much.
Remove duplicate tiles. The converter may add tiles which were already imported with the terrain and therefor may be duplicates.
Add pathfind blockers as you need them.
Save the map.
In the menu, choose 'Pathfind' > 'Generate sectors...'. This may take much time.
Save the map.
In the menu, choose 'Lightning' > 'Compute Vertex Solve', check 'Check Occlusion' and hit OK. This may take much time.
Save the map.
You should add and apply VIS points to improve the map's performance. Skip this if you only want to test the map.

Restrictions:As mentioned above, LevelRedit may produce duplicate tiles.
No editor only objects will be generated, you have to add them by yourself.
No VIS points will be generated, you have to add them by yourself.

Protection:If you don't want your map to be converted back to a LevelEdit level file, place a light anywhere on your map and set it's ambient light color to RGB(51,102,153).
You cannot protect old maps you already released.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by GrayWolf on Fri, 14 Sep 2007 01:58:56 GMT
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Sweet awesome.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Oblivion165 on Fri, 14 Sep 2007 02:30:55 GMT
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I had hoped this would reveal the secrets of Skirmish00 but the bots have no scripts attached

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Sn1per74* on Fri, 14 Sep 2007 02:31:45 GMT
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Nice Work!

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by IronWarrior on Fri, 14 Sep 2007 04:01:32 GMT
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Awesome, I've really didn't think it could be done, am happy to say that it has.

I've tested it and it works, loaded up siege, everything is there.

I'll did have alot of problems with it crashing alot, but I've plugged the folder into my test modding folder and it works.

Good job.

I've also put it on Game-Maps.NET now, you can can download it here: >>Download<<

I'll hope you don't mind, do you have a website or anything that I'll can link you too?

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 04:47:04 GMT
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What crashes?

My website is www.icefinch.net, but I'll add information there about that project later.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Veyrdite on Fri, 14 Sep 2007 06:33:57 GMT

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WOOOOOT
HAIL YRR
I've had maps for years that have lost their lvl files!

EDIT: what about PKG's?

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 10:28:13 GMT

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Dthdealer wrote on Fri, 14 September 2007 08:33WOOOOOT
HAIL YRR
I've had maps for years that have lost their lvl files!

EDIT: what about PKG's?

I'm not going to support PKGs right now. Try to play around with it, maybe it already works. E.g. if the .pkg contains a Test.lsd/ldd, rename the *.pkg to Test.mix, extract the objects.ddb into the LevelRedit/data directory and try converting.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by IronWarrior on Fri, 14 Sep 2007 11:55:21 GMT

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Yrr wrote on Thu, 13 September 2007 23:47What crashes?

My website is www.icefinch.net, but I'll add information there about that project later.

Level Editer.

I'll first unpacked it and all that, that work's fine.

Moved the .lvl folder to my main modding folder, placed it with the other Levels.

Started Level Editer, make sure that the presents are right, then started to load the map, then it crashed.

Subject: Re: LevelRedit, a .mix to .lvl converter!

Posted by [jamiejrg](#) on Fri, 14 Sep 2007 14:19:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, this app came together quick. Your dedication is astounding.

Jamie

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [IronWarrior](#) on Fri, 14 Sep 2007 18:56:50 GMT
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Quote: ---

<LevelRedit v1.00>

Started log output at 2007-09-14 19:54:05

Loading default preset database 'data\objects.ddb'...

Converting map 'Z:\Games\Westwood\RenegadeFDS\AOWServer\Data\C&C_FieldTS.mix'...

Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

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Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code

'this->name').

Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

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Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

Warning: Assertion failed in .\source\converter\westwood\EditorObject.cpp:163 (code 'this->name').

ERROR: Skipping map because of too many warnings.

Conversion finished (1 error, 20 warnings)!

Finished log output at 2007-09-14 19:54:08

Got this today, when I'll was trying to convert an modded FieldTS.mix

Still made an .lvl file which opened.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 19:22:54 GMT
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Please send any maps you cannot convert or where the converted map crashes compressed to yrr@icefinch.net, so that I can look for the error's cause.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Xpert on Fri, 14 Sep 2007 19:25:39 GMT
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Wow so this is what you been doing.

You never fail to amaze me Neku. <3

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 19:33:53 GMT
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Yrr.
Yes, I wanted to do something new and this tool took me only few weeks
ANd it helps me improving other projects, since I know much about .mix, .ldd, .lsd, .ddb, .tdb and .lvl file formats now

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Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Cpo64 on Fri, 14 Sep 2007 19:41:47 GMT
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Was that supposed to make sense?

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Fri, 14 Sep 2007 20:56:48 GMT
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Straight to the point:

Awesome job!

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Fri, 14 Sep 2007 21:12:12 GMT
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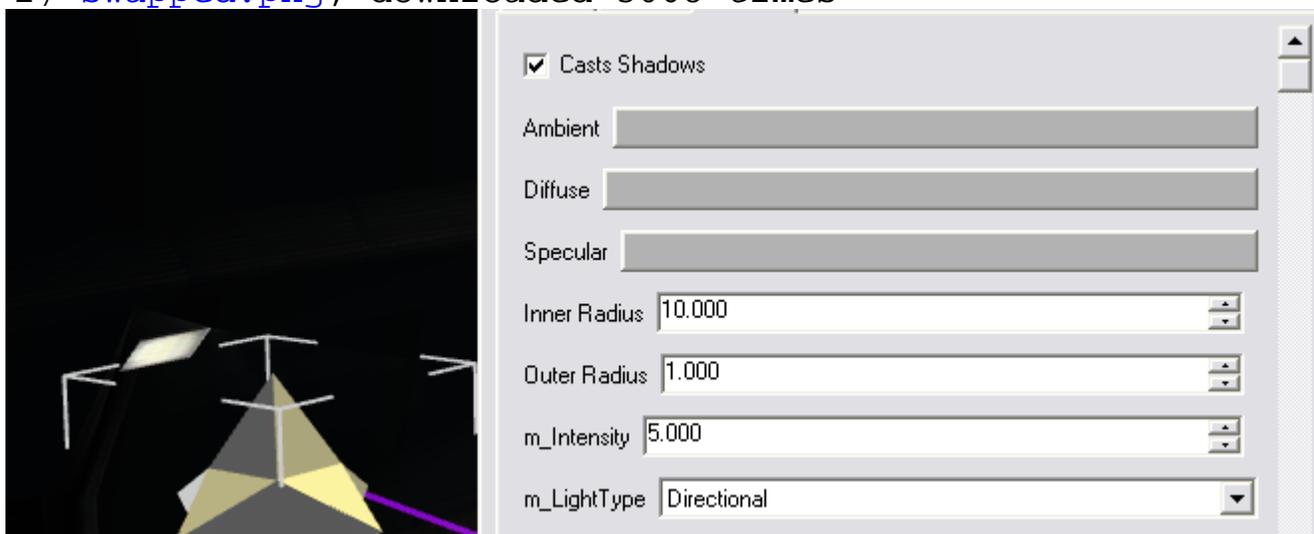In other news, i loaded up metro_ts.

But this doesnt seem quite right. Happens to every light, and it's obvious whats wrong. Mixup!

edit: I just checked it out, and it appears to be wrong on at least 3 other maps too. Most likely any.

edit: Also, why are all lights directional? Spotlight would be the weapon of choice.

```
File Attachments
1) swapped.png, downloaded 3068 times
```

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 22:21:30 GMT
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Thanks for reporting that, Slave.
I uploaded version 1.01 now.

Changes:
- Fixed light editor object import/load/save functions.
- Fixed that log file lines were not prefixed with a time stamp

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Fri, 14 Sep 2007 23:13:12 GMT

Hey,

I don't want to spam your topic with something that might be a dumb remark. But I was unsure why the following get's done.

Right after converion, scripts.dll and scripts2.dll show up in the Scripts folder of a package. It's your provided scripts.dll and scripts2.dll from my renegade directory. Wich is pretty much the same file. Is there any reason why this gets done?

Also +1 cookie for the update. Thanks.

edit: and ofcourse i meant "Point" lightning instead of "Spotlight" in my above post. You fixed it the right way, it's all good now.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 23:33:28 GMT

The scripts.dll (Custom Scripts) was extracted from the .mix file and the scripts2.dll (Renegade default scripts) is the scripts.dll file from LevelRedit.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Sat, 15 Sep 2007 00:03:23 GMT

Alright, it makes sense now that I know wich file came from where. I just happened to open a map wich had the WW scripts.dll included. Slightly confused me to see the exact same file with 2 different names. Goodnight.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by jonwil on Sat, 15 Sep 2007 01:56:02 GMT

I took a look at the skirmish scripts a while back and 90% of the work is done by 3 scripts, MSK_Info_Zone, MSK_Soldier and MSK_Controller.

The real work happens in MSK_Controller which is VERY hardcoded (including object IDs for various objects located on the map)

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Jerad2142 on Sat, 15 Sep 2007 03:06:04 GMT
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FTW Yrr.
All I wanted was a protection method that could stop the noobs from screwing with our maps, now that that is provided I am more then happy.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Jerad2142 on Sat, 15 Sep 2007 04:06:14 GMT
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renalpha wrote on Fri, 14 September 2007 21:18Jerad Gray wrote on Fri, 14 September 2007 22:06FTW Yrr.
All I wanted was a protection method that could stop the noobs from screwing with our maps, now that that is provided I am more then happy.
WARNING RETARD ALERT

Warning noob alert, be careful as he probably does not know what he is talking about.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by reborn on Sat, 15 Sep 2007 09:59:47 GMT
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renalpha wrote on Fri, 14 September 2007 23:18
WARNING RETARD ALERT

Thanks for the warning, but we already know you're a retard.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Veyrdite on Sat, 15 Sep 2007 10:18:18 GMT
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Gerad Grey a retard???

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Halo38 on Sat, 15 Sep 2007 12:09:18 GMT
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Good Stuff Yrr

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Sat, 15 Sep 2007 16:00:44 GMT

Am I going to push out a new version for every little bug??
Here is LevelRedit v1.02.

Changes:
- Some car markers were not imported.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by IronWarrior on Sat, 15 Sep 2007 19:23:04 GMT

Yrr wrote on Sat, 15 September 2007 11:00Am I going to push out a new version for every little
bug??
Here is LevelRedit v1.02.

Changes:
- Some car markers were not imported.

Damn you keeping me busy!, updating Game-Map.NET again.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Sat, 15 Sep 2007 19:39:20 GMT

I was just playing around with replacing whole maps server-side and I had the problem that doors
did not work.
To resolve this problem, do not delete door tiles, but delete the doors from the terrain itself (as
mentioned in the first post, some tiles are duplicates, and doors are some of them).
Alternatively you can set the terrain door's ID to the tile door's ID and remove the tiles.

I cannot automate that since I'd have to load the terrain W3D files, what is much work and I don't
know anything about the .w3d file format.

Edit: This must be done for elevators, too.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Titan1x77 on Sun, 16 Sep 2007 01:42:47 GMT

Great tool,I'll give this a try, I needed some .lvl's for a few maps awhile ago...hopefully I'll have

---

them back.

You mention "add VIS points"

does this mean VIS is still generated for a map that had it generated?

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Sun, 16 Sep 2007 02:21:50 GMT
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I mean that you have to add manual VIS points, which cannot be reconstructed.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Titan1x77 on Sun, 16 Sep 2007 20:50:47 GMT
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Yea I understood that, just wanted to know if the vis sectors are still generated?

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Sun, 16 Sep 2007 21:30:49 GMT
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I don't know anything about vis sectors, so I cannot answer this question.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Jerad2142 on Mon, 17 Sep 2007 12:18:08 GMT
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Yrr wrote on Sun, 16 September 2007 15:30I don't know anything about vis sectors, so I cannot answer this question.
Probably not then, easiest way to check would be to go to a spot that you know you had to add some manual visual points in and see if you can see in that position. If yes then you will have to regenerate the vis system.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Tue, 18 Sep 2007 21:11:44 GMT
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Yrr wrote on Sat, 15 September 2007 14:39
Alternatively you can set the terrain door's ID to the tile door's ID and remove the tiles.

I'm guessing this is the closest to the official way, where doors are part of the terrain? Or am I wrong? Ty.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Tue, 18 Sep 2007 22:22:52 GMT
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There is no 'official way'.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Tue, 25 Sep 2007 15:49:11 GMT
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LevelRedit v1.03 is out!

Changes:
- Every waypoint was 0.2 units too high in editor. (For unknown reasons, LevelEdit raises every waypoint by 0.2 units when exporting a map.)
- Scripts were not attached correctly (some were attached twice, some were not attached at all).

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by The Elite Officer on Tue, 25 Sep 2007 15:53:51 GMT
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Oblivion165 wrote on Thu, 13 September 2007 22:30I had hoped this would reveal the secrets of Skirmish00 but the bots have no scripts attached

Lol that is kinda funny I keep trying to look and find out the same thing. Whatever the bots have they are really good scripts. I wish westwood could tell us what scripts they use.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Ethenal on Tue, 25 Sep 2007 22:34:47 GMT
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Well Westwood is nothingness now, so that's basically a lost secret. (You could bring up EA, but it's EA... that would never happen.)

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Jerad2142 on Tue, 25 Sep 2007 22:43:42 GMT
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I would guess that they are scripts attach to invisible objects on the map, (like scripts that control the bots, but are not attached to them).
But I am making some scripts that are actually better then the ones on skirmish, and they return to their way path after not seeing or being damaged for a certain amount of time.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Mon, 01 Oct 2007 20:27:18 GMT
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Useful tool overall, but im kind of getting owned by a door issue on C&C_Sand.

I first used method one, removing the terrain doors. But this way the harvester bays remained closed on unload.
So I started over and removed the tiles, giving the terrain doors the correct id.

Method 2 works great on every building exept for the HON. In 1p lan mode it runs perfect and opens like it is supposed to open. But as a client on a server, where both have the edited Sand.mix, the doors remain closed. You can lag through them, but it just isn't right.

So the 3rd thing i tried was removing both the terrain and tile doors for the Hand. But every single time, after leveledit reloads, the terrain doors are there again. When exporting to mix they remain closed ingame...

I'd appriciate it if you could look into this problem.

[edit]
I'll try disabling the terrain hondoors through the instances tab in leveledit, by simply unchecking them. I'll report in when I have results.

[edit2]
As soon as i uncheck them, they dissapear, but when saving or exporting the level, they show up again, even though they are unchecked. meh.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Mon, 01 Oct 2007 21:03:58 GMT
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update...

Instead of unchecking them, I deleted their nodes at the instances tab. This removed the doors, but also the rest of the terrain.

At this point i believed my mod package was pretty much screwed up, so i deleted it.

Luckily i made a backup last week, befoure I started fixing the doors. But when I open it up, the entire terrain doesnt show up either. Wtf! Why must Renegade be so mean?

[edit]
Don't worry if these posts confused you. They had the same effect on me after reading them over.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by OWA on Mon, 01 Oct 2007 22:48:43 GMT
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Great tool, thanks for this Yrr

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [-HOH-]szymek777 on Mon, 02 Mar 2015 17:29:06 GMT
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Has anyone latest version? I can't find it on the internet. Only 1.02

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by dblaney1 on Mon, 02 Mar 2015 18:53:05 GMT
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I only have the 1.02 version. Didn't know there was a newer one. Wish we had the source code for this as well.

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by iRANian on Tue, 03 Mar 2015 20:51:08 GMT
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nvm

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Ethenal on Sun, 30 Aug 2015 20:08:07 GMT
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XD_ERROR_XD asked if anyone had LevelRedit 1.03, in the Details field it says it's 1.03, so I assume this is the correct version. It's attached to this post.

File Attachments

Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [-HOH-]szymek777 on Mon, 31 Aug 2015 14:29:39 GMT
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Ethenal wrote on Sun, 30 August 2015 22:08XD_ERROR_XD asked if anyone had LevelRedit 1.03, in the Details field it says it's 1.03, so I assume this is the correct version. It's attached to this post.
Yep it's the latest version thanks