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Subject: A level editor challenge  
Posted by [Stallion](#) on Thu, 27 Aug 2009 19:52:19 GMT  
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Here's the situation, I made a new project in level editor, made a folder called scripts and put the scripts into the folder, opened islands.lv1, then followed the last few steps in this tutorial: [http://www.cncden.com/ren\\_map\\_tutorial.shtml](http://www.cncden.com/ren_map_tutorial.shtml) (I generated pathfinding and followed the rest to make the .mix file (including trying to do it the way it says and doing it with j.w.'s hacked .exe method)). It didn't work.

My renegade is running scripts 2.9, I had the islands.mix and .thu files in the data folder, and I am not running rr.

I offer you this challenge if you can solve it: What is the error here and how can it be solved?

Feel free to ask if there's any additional info you need.

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Subject: Re: A level editor challenge  
Posted by [Ethenal](#) on Thu, 27 Aug 2009 20:09:56 GMT  
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I'm not sure what you mean... you couldn't generate a mix or your game crashed?

edit: typo

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Subject: Re: A level editor challenge  
Posted by [Stallion](#) on Thu, 27 Aug 2009 23:37:42 GMT  
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it ended up with no ground.

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Subject: Re: A level editor challenge  
Posted by [crazfulla](#) on Thu, 27 Aug 2009 23:44:09 GMT  
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Sounds like a name conflict of the terrain file.

Do you know how to take a screenshot?

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Subject: Re: A level editor challenge  
Posted by [Stallion](#) on Fri, 28 Aug 2009 13:39:30 GMT  
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that sounds like a likely answer. What would you want a screen shot of to know if this is the case or not and how would you fix it? Also, does capitalization matter with this?

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Subject: Re: A level editor challenge  
Posted by [crazfulla](#) on Fri, 28 Aug 2009 21:26:28 GMT  
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Stallion wrote on Fri, 28 August 2009 08:39What would you want a screen shot of um ... the problem?

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Subject: Re: A level editor challenge  
Posted by [Stallion](#) on Sat, 29 Aug 2009 16:13:13 GMT  
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As you can see in this image the inside of the building shows up but not the outsides and not the ground at all. (The harvester is actually falling in that image and not standing on anything.) What are you thoughts on this?

#### File Attachments

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1) [no terrain.JPG](#), downloaded 419 times

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Subject: Re: A level editor challenge

Posted by [danpaul88](#) on Sun, 30 Aug 2009 18:39:34 GMT

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If you exported the map with the same name as the original .mix file then you actually deleted the terrain because it was inside the original .mix file.

If you didn't.... make sure you temp the terrain preset and name it the same as your level.

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