Subject: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Sun, 25 Sep 2011 12:27:12 GMT
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Is there any way to convert a pgk to a mix file?

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Reaver11 on Sun, 25 Sep 2011 12:29:41 GMT
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Depends if you only want to use it as an asset pack yes.
If the pkg contains multiple maps then you would need to split them up.

Say your pkg has 5 maps in it with alot of assets I suppose you can make 6 mix files 5 for the maps and one for the assets(modeles textures otherwise you would get 5 uberbig mix files)

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Jerad2142 on Mon, 26 Sep 2011 20:41:57 GMT
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Yes as long as it is not using certain files:
objects.ddb (mix's can only use temps20.ddb)
strings.tdb (mix's don't support modified strings)
Certain tga and dds files (some pkg's change the loading screens and things like that, and to my knowledge mixes can't take correct advantage of that (not that pkg's actually do it right in the first place, sometimes you have to load them up twice to get it to work).
Certain modified ini files.

However, some of these you can make it into a mix without, it'll just use the stock ren stuff in place, but if the objects file has been modified, tough luck.

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Mon, 26 Sep 2011 20:46:52 GMT
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ok, thx for answering.

need to go in detail:

what is the best way to take a level file, load it into levelEdit and reset some of the values to renegades defaults, temp instead of add them, without loosing all LE work?!

i have map where I don't want to loose all LE work, but want to prepare it for stock renegade.

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the level is from my museum mod, made with Renegade LE.

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Tue, 27 Sep 2011 08:33:22 GMT
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as far as I see now, it's not posible?!

one is able to load the lvl file without objects, so ist pure ren again.

but every customized object must be temped again manually...

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Jerad2142 on Thu, 29 Sep 2011 05:40:49 GMT
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rrutk wrote on Tue, 27 September 2011 02:33as far as I see now, it's not posible?!

one is able to load the lvl file without objects, so ist pure ren again.

but every customized object must be temped again manually...
That's what I had said before I must have failed to hit reply, yeah, you have to recreated the
modified objects as temps, that way the map will have them in the mix when you export.

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Thu, 29 Sep 2011 12:18:59 GMT
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Jerad Gray wrote on Mon, 26 September 2011 13:41
However, some of these you can make it into a mix without, it'll just use the stock ren stuff in
place, but if the objects file has been modified, tough luck.

so it's also not possible to CHANGE / MODIFIY the EXISTING presets/objects, right?

For instance:

After the release of my C&C_CaptureTheBunker I realized, that the GDI soldier screams "friendly

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fire" and more stuff if hit by enemy (!).

I checked, and it seems to be, that only the standard preset of the GDI Minigunner has dialogues on it. And may be a wrong dialog setting. The other chars have only a dialogue/sound for dying.

As far as I understood you right, it's not possible to CHANGE the existing preset for a mix? The only way is to TEMP a new copy?

But I tested with sounds (wanted it omni rather then 3D), overriding a present with temping a new one with the same name doesn't work there.

But it works for the purchase settings....???

(At the moment I do the conversion of my old museum mod to standard ren maps. Damn lot of work temping all the mod presets new. It's a pitty that it is not possible to load the pgk-level and somehow change all added to temped

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Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Jerad2142 on Thu, 29 Sep 2011 20:48:40 GMT
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rrutk wrote on Thu, 29 September 2011 06:18Jerad Gray wrote on Mon, 26 September 2011 13:41
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Well I'm THINKING that if you export the .ddb .ldd and .lsd into a mix file that has the same name you can then reimport it using level reedit. You will have to have the modified objects in place so level reedit and level editor can load up correctly the first time. Once you have the level open you'll have to change any objects that have been modified into temps (create temps versions of those objects) and then replace any objects that have been placed on the level with the temp versions (there is an option to replace selection in level editor). Then you just export and you are good to go.

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Thu, 29 Sep 2011 21:33:55 GMT
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OK. but what about the standard renegade presets.

For a mix-Map, is it possible to CHANGE the existing preset?

Or needs a copy to be TEMPed?

If so, can it have the same name?

Because overriding e.g. a sound with a copy of the same name doesn't work.

But it work's with the purchase settings.

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Jerad2142 on Thu, 29 Sep 2011 22:17:32 GMT
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rrutk wrote on Thu, 29 September 2011 15:33OK. but what about the standard renegade presets.

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Or needs a copy to be TEMPed?

If so, can it have the same name?

Because overriding e.g. a sound with a copy of the same name doesn't work.

But it work's with the purchase settings.
If youwant to change a preset on a mix map you have to make a temp version as temps20.dbs is exported and not objects.dbs.

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Fri, 30 Sep 2011 00:53:59 GMT

ok, like I thought.

but why sometimes is overiding a preset with a temped new one with the same name working - and sometimes not?

Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Jerad2142 on Fri, 30 Sep 2011 05:41:54 GMT

rrutk wrote on Thu, 29 September 2011 18:53ok, like I thought.

but why sometimes is overiding a preset with a temped new one with the same name working - and sometimes not?
I think Renegade actually does the presets by the id and not the name, so you pretty much have to replace it with the temp (keep in mind that if you left objects.dds sitting in the game folder that they'll override ren's and then it'd work).