Subject: Commando/Level Edit
Posted by Leaddog28 on Tue, 08 Apr 2003 13:18:15 GMT
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I am having problems generating a map. When it comes to the final step of creating the path finder generator/ human and then clicking the path finder/generate sectors, it takes about 2 mins for it to generate the sectors and then exports a blank map (mix file). What am I doing wrong?   I must be missing a step or something. I appreciate any help.

Subject: Commando/Level Edit
Posted by General Havoc on Tue, 08 Apr 2003 15:21:04 GMT
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Your Level name should be called "C&C_Something.lvl" with the C&C_Prefix to it. Then you need to export the package as a minx file with the same name. So "C&C_Something.lvl" would be named "C&C_Something.mix" Also you can only have one "lvl" file in your mod folder or it will not work when loading up the mix in game. Also I think names are case sensative.

It could also be your W3D Settings but reply if the above doesn't work.

_General Havoc

Subject: Commando/Level Edit
Posted by Captkurt on Tue, 08 Apr 2003 17:58:20 GMT
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Also make sure that you click on the (Editor Objects/Pathfind Generator/Human) from the Presets before you run the pathfind generator thing.

Subject: YIKES
Posted by Leaddog28 on Tue, 08 Apr 2003 23:55:35 GMT
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Well I think I just went from bad to worse   I just did what you wrote but when I tried to run the mix file in Renegade the game shuts down. When I went back in to level edit and opened up the level, half of the materials I used are gone! The structures are still there but the material is gone. That is not a good thing.
I see what you mean about the naming and saving of the level, but since I did't start out that way, should I include in the delete process the previous level I was working on? I went on the assumption that it should be deleted (referencing your only one lvl file should be in the folder).
Now I am not exactly sure if the waypath human thigy was selected or not when i generated the waypaths (thanks for the tip).
My big concern now is am I totally screwed with the commando portion? I don't know why it lost all of those material settings.

Subject: Commando/Level Edit
Posted by Titan1x77 on Wed, 09 Apr 2003 01:56:02 GMT
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delete the objects.dbb file....i think you may of edited some of the presets

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Subject: Mix file exporting
Posted by Garth8422 on Wed, 09 Apr 2003 02:04:19 GMT
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IMPORTANT STEPS FOR MIX FORMAT

1)make sure all the files in the LEVEL Folder (LVL,LDD,ect...) have the same name prefixes (IE C&C_Garth.LVL,C&C_Garth.ldd ect....)

2)in windows Explorer with leveledit opened, delete Characters,Always and Preset folders (temporary to recycle bin)

3)In Level Edit SAVE YOUR FILE with the normal save feature. CRITICAL STEP.

4) now when its done saveing, export mod package
quotes around file name IE "C&C_Garth.mix"

5)when its done writing offset header and stuff, exit Leveledit

6)undelete/restore the folders from the recycle bin

7) now load Renegade and play your MIX.

make sure you have only 1 level file per MIX and always use TEMP to change preset tree.

IMPORTANT NOTE: You cannot make Permanent changes to PRESETS, always use the TEMP button to make PRESET changes.

Subject: Commando/Level Edit
Posted by Leaddog28 on Wed, 09 Apr 2003 13:50:34 GMT
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When you say "In Level Edit SAVE YOUR FILE with the normal save feature" do you mean under edit/level settings? Under file there are only two options for saving, 1- save level and 2- save level as

I really appreciate all of the help you guys are giving me.