
Subject: .mix

Posted by [Anonymous](#) on Sun, 09 Feb 2003 21:11:00 GMT

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Make sure you only have one level in your mod folder.1. Delete Always, characters and presets in your mod folder.2. Add .mix to the mod name in the exporter. Make sure the file name of your map is the same as the mod name in the exporter. I'm not 100\% sure about this.
