Subject: How do you make a map so it's .mix
Posted by YSLMuffins on Mon, 13 Dec 2004 22:54:58 GMT
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CnCsoldier08
-Delete the Always, Characters, Presets and Scripts folders.

-Go to the EditorCache folder and delete the files METER.TGA, TA_CEMENT.TGA,
TA_DUMMY.TGA,
and TA_FRONT.TGA. Also delete the .dds versions of those 4 files if they exist

-Delete any asset_report.txt files that exist in any remaining folders, including the main
mod package folder.

-Export the .mix

-Restore the deleted Always, Characters, Presets, and Scripts folders

Straight From Neosaber, who owns, BTW.