Subject: How do you make a map so it's .mix
Posted by icedog90 on Mon, 13 Dec 2004 23:25:40 GMT
View Forum Message <> Reply to Message

Naamloos*sorry for bumping topic*

Quote:Yeah, but then your .mix is filled with useless stuff that makes it very big. Not a good idea.

All it does is add the ini's and some other files. Sometimes a map even needs those ini's(or other files) when you "temp" many things...

I once exported a map without em and stuff didn't work. :rolleyes:

Yeah, because you did it wrong. What I mean by "useless stuff" is that the w3d files you've had stored in there go into your mix, which is useless and it will make your level about 5mb more.