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Subject: C&C\_Meadow.mix now available!!!  
Posted by [mac](#) on Sat, 19 Feb 2005 12:21:07 GMT  
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The file is too big, and not optimized.

You have objects.ddb in the mix file, you don't need that.  
You have scripts.dll in the mix file, you don't need that either.  
You have strings.tdb in the mix file, you don't need that either.

And you have several VERY large tga textures, which could be compressed down.

And if it were a true C&C mdoe map, it would have Weapon and Crate spawners.

I am sure you can get the mix map down to less then 10 megabytes, or even less.

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