
Subject: Editing M##.mix levels

Posted by [Cyber030](#) on Mon, 23 May 2005 22:24:08 GMT

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Ok, I am having trouble too. When I use Leveledit_Dev to export my mix file, it always comes with an always.dbs. I can't have this because it only works for that map, and not the others. Without it, it makes my game crash, and server listings not show up. I have already tried to "export my terrain" to RenX. Exactly how would I do this anyways? I am done with my map, I just want it to work. Can anyone help me? (BTW: It is M11.mix that I am modding, I jus renamed it to C&C_TempleRP.mix for roleplay games that I will be hosting later).
