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Subject: Purchase Terminal Presets...

Posted by [totalhavok](#) on Thu, 05 Oct 2006 22:31:28 GMT

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I have a map, that I have tried 7 times now to export into a .mix format. The problem is I changed the PT settings in the presets to point to new/moded characters and vehicles.

Everything works right in .pkg format, but NOT in .mix game either starts the map with no visible terrain (I'm standing in blue space, and it's hard to exit, I have to hit Escape, click quit, and press enter REALLY fast, or I'll just stand there), Or the game just crashes out to the desktop, and wants to send microsoft an Error Report.

All Other Changes to the presets where TEMPed!

How do I change the PT settings to point to them while still being able to export to a .mix format?????

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