Subject: Re: How do I edit .mix files
Posted by Ryu on Tue, 08 May 2007 09:27:08 GMT

There is another way..

Open the .mix with XCC mixer, Or RenegadeEX, and extract the .ldd or .lsd (forgot what one it is) after that open one of them up in Level Edit and you have the map.. Only problem is you have to add the purchase terminals, Way paths, Building Controllers, Tib fields etc yourself.