Subject: Re: how do i port files
Posted by reborn on Thu, 31 May 2007 13:05:36 GMT
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Download xcc mixer, extract the terrain from the .mix file. Then place the terrain in your level edit directory, so when you open up level edit you can "make" the terrain from the preset tree.

Then you need to set up all the waypaths, spawners etc etc.

GL, it is a boring job to do.