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Subject: C&C Canyon Modified Released

Posted by [NeoSaber](#) on Tue, 04 Mar 2003 23:06:14 GMT

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You don't need 90MB of useless .tga files in your mod. That's why the map is 100MB. Empty your editor cache and delete the always and characters folders before you export the map. That will cut it down to about 10 MB. If you set up the purchase terminal settings as Temps, you can also delete the objects.ddb file (cutting another 5MB). That should also let it be a .mix file instead of a .pkg.

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