
Subject: Re: Status: .mix -> .lvl converter
Posted by [Yrr](#) on Thu, 13 Sep 2007 23:58:08 GMT
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To protect your map from being converted back to a LevelEdit level, place a light anywhere on your map and set it's ambient color to RGB(51,102,153).
I do not plan to implement more protection in the converter itself. Maybe or maybe not I'll code a map protector later.
