Subject: Question --> XCC and smaller mix files
Posted by General Havoc on Thu, 06 Mar 2003 18:41:15 GMT

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You just open the file with XCC then click delete on the scripts.dll. The game reads the scripts from the reneagde directory in MIX files but no PKG files. Yo load up XCC and double click on your mix file to open it. XCC mixer is what i'm refering too, its the standard program that's used.