
Subject: How do I fix maps already in the .Mix format?

Posted by [Irix](#) on Sat, 26 Jul 2003 18:20:19 GMT

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I'm looking to fix the base defences on the Desert_Siege map, pull the nod buggiies (bug, certian GDI players like to sit up there and blast them with orcas in order to rack up huge points and credits) and replace them with buggies and humvees that DON'T give points when unoccupied, add an enterable pyramid in the middle of the map for some cover, and maybe add a few buildings and base defences while I'm at it.

How do I edit .mix files?
