
Subject: LE doesn't pack things into mix

Posted by [DL60](#) on Fri, 01 Aug 2008 11:56:06 GMT

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I have a problem with packing mix maps in LE. It doesn't pack additional dds-textures & .w3d models into the mix-archive. Adding the missing files via RenegadeEx fails because the mix archive only uses files which are packed via LE.

I put the files into the following directories. Originally they were all in the Levels-dir.

/C&C_MapName/

../ALWAYS/

../Characters/

../EditorChache/ <=put my additional textures in here

../Levels/

../presets/

The additional .w3ds (TOW-HumVee etc) are in the main directory of my map (below these dir's)

How can I force LE to pack everything in the mix archive? I can't pack it as .pkg and rename it to mix because the temp-weapons/ammos/explosions doesn't have the right damage then.
