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Subject: Re: LevelEdit..Wats Dat!?

Posted by [LiL KiLLa](#) on Wed, 17 Jun 2009 16:19:27 GMT

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Di3HardNL wrote on Tue, 16 June 2009 22:45 You can keep it in 1 mix if you re-add the original files of a specific map to your new map in XCCMixer.

You can simply select the files in a folder and then drag them into XCCMixer, and it automatically saves in it

Ahh

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