Subject: Levleedit open custom maps
Posted by crysis992 on Fri, 07 Jan 2011 18:55:24 GMT

Hmm, rly stupid question but i forgot how to open custom maps in Leveledit. I converted a .mix file via LevelRedit to a .lvl file.
But then i get error messages like "preset files missing" and then it crashes my LE.
I know i have to rename a file to something and move it to a folder :/ but i forgot it.

Can someone help me plx?

,
crysis992