Subject: Re: Packing objects in .mix files
Posted by halo2pac on Sat, 17 Sep 2011 04:47:59 GMT

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That does work for making them, but I get a 'Failed to open input file 'E:\Westwood\RenegadeFDS\Server\H2PResources.mix'. Which are just .mp3's and .wavs (and the default format of 'Tiberian Sun Mix' so says the editor, theres no Renegade value either...)

with the Package Editor for TT