Subject: Re: Packing objects in .mix files
Posted by danpaul88 on Mon, 19 Sep 2011 08:26:58 GMT
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Taz wrote on Sat, 17 September 2011 19:35crazfulla wrote on Sat, 17 September 2011 01:49just make a copy of a mix file you already have, then delete everythign in it.

This.

But remember, when you delete files from a mix package, the file size won't decrease.

Uhh, what tool are you using? When I delete files from a mix package using RenegadeEx the file size *does* decrease, as it should.

EDIT;
Also, as far as I know, under 4.0 the client will not cross-load textures or models from files other than the two .dat files and the mix file for the map being played, so a shared .mix for those probably won't be possible. Not sure if other resources can be shared in such a way....