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Subject: Re: Packing objects in .mix files

Posted by [Gen\\_Blacky](#) on Mon, 19 Sep 2011 14:10:39 GMT

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danpaul88 wrote on Mon, 19 September 2011 01:26

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....

They use to. Thats the problem with missing textures on fanmaps ect.

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