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Subject: Re: Is there any way to convert a pkg to a mix file?

Posted by [rrutk](#) on Mon, 26 Sep 2011 20:46:52 GMT

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ok, thx for answering.

need to go in detail:

what is the best way to take a level file, load it into levelEdit and reset some of the values to renegades defaults, temp instead of add them, without losing all LE work?!

i have map where I don't want to lose all LE work, but want to prepare it for stock renegade.

the level is from my museum mod, made with Renegade LE.