
Subject: Re: Mod-related changes in scripts 4.1
Posted by [danpaul88](#) on Mon, 06 Jan 2014 15:21:40 GMT
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MIX files have no concept of a folder hierarchy... hence why all file names must be unique within a map, because once the folder structure is stripped away they suddenly become "the same file" as far as the MIX archive is concerned.

From the screenshot you've shown it looks like whatever tool you're using to generate that directory structure is malfunctioning. The engine strips folder paths off the paths you provide in LE before searching for files so it'd probably never be able to find those anyway...
