Subject: A lot of things to .mix..
Posted by Aircraftkiller on Tue, 11 Nov 2003 22:45:34 GMT
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Quoth the Dante, "uhmm..."

The temporary preset database comes from the Levels folder. It is called whatever your level is named...

For example, C&C_BasinTS.ddb.

There is no temps20.ddb located in any *.mix file unless you forced it to be exported with it. Go check out any of my levels with custom changes - all of them have *levelname*.ddb inside.