
Subject: Debug mode in Commando Editor

Posted by [Deactivated](#) on Sat, 31 Jan 2004 11:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Try_leeUmmmm... What does it mean? Better tools so better mods and maps?

Not really, but it saves some headache when you are making a mod or a map.

No longer you have to type "C&C_Map.mix" to save the map as .MIX.
