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Subject: And I thought I was done.

Posted by [icedog90](#) on Thu, 20 May 2004 00:57:51 GMT

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When you add the level to Level Edit, and export the mod package, it has to be the SAME EXACT NAME as the name you save the .lvl file as, and it has to have C&C\_ in front of it. I don't see C&C\_ in front of Apex.isd and Apex.idd, which means you saved it as C&C\_Apex, but you exported the mod package as Apex. This will make a MIX fail to work. You'll see blue.

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