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Subject: Making .Mix file with Level Edit Dev, Always.DBS trouble  
Posted by [Tunaman](#) on Thu, 20 Jan 2005 01:38:07 GMT

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Whenever I export my mix to my data folder, it overwrites my previous always.dbs... and if i export it to something besides my data folder and just move my mix, whenever you load it, it's just a blue ball....

Anybody know of a way around this problem?

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Subject: Making .Mix file with Level Edit Dev, Always.DBS trouble  
Posted by [glyde51](#) on Thu, 20 Jan 2005 01:44:04 GMT

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never happened to me before, did you try moving it as a pkg?

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Subject: Making .Mix file with Level Edit Dev, Always.DBS trouble  
Posted by [Tunaman](#) on Thu, 20 Jan 2005 02:19:39 GMT

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eh.. I think my trouble was I changed the name of it after I exported.... it works fine now :oops:  
Thanks for the quick reply neway.

BTW, my map is pretty small compared to renegade's but for some reason my fps is really low.  
You know of any reason it might be? I read somewhere about using vis but... lol I don't know what that is.

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Subject: Making .Mix file with Level Edit Dev, Always.DBS trouble  
Posted by [Naamloos](#) on Thu, 20 Jan 2005 11:50:34 GMT

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To high poly count?

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Subject: Making .Mix file with Level Edit Dev, Always.DBS trouble  
Posted by [jonwil](#) on Thu, 20 Jan 2005 12:04:13 GMT

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It just so happens that fixing this issue with always.dbs getting messed up is high on the list of things planned when Blackhand Studios goes and fixes the mod tools.  
In fact, I think I already have a partially working fix for the issue somewhere

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