
Subject: .mix????

Posted by [dueltommychan](#) on Sat, 21 May 2005 17:38:53 GMT

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

how can you edit 1 player maps so it can be a .mix so anyone can join with leveledit???really want to know,thx!!!

Subject: .mix????

Posted by [Cat998](#) on Sat, 21 May 2005 18:25:05 GMT

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

You are talking shit

Subject: .mix????

Posted by [dueltommychan](#) on Sat, 21 May 2005 18:29:12 GMT

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

plz help me....plz!

Subject: .mix????

Posted by [WNxCABAL](#) on Sat, 21 May 2005 19:05:18 GMT

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

dueltommychan, you're dumber than a fish!

You never make more than a 2 or 3 line thread and in them you talk absolute shite!

Are you related to deadfive by any chance? He's a dumb fish too.

Subject: .mix????

Posted by [Beanyhead](#) on Sat, 21 May 2005 19:45:46 GMT

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

Are you talking about playing single player maps with other people?

Subject: .mix????

Posted by [flyingfox](#) on Sat, 21 May 2005 20:18:58 GMT

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

Translation:

How do you edit the single player .mix maps (with LevelEdit) so that anyone can join them from

the multiplayer game screen without having to download an extra map?

* * * End translation * * *

To be more precise, zunnie's fanmaps server does exactly what he is talking about

Edit: err, there is a whole topic dedicated to this RIGHT under this topic.

Subject: .mix????

Posted by [dueltommychan](#) on Sat, 21 May 2005 20:30:48 GMT

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

yep,that's wat i'm talking about!how though?

Subject: .mix????

Posted by [flyingfox](#) on Sat, 21 May 2005 21:21:16 GMT

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

I think this is what you are looking for..

<http://renhelp.co.uk/?tut=20>

Subject: .mix????

Posted by [Obelisk](#) on Sat, 21 May 2005 23:18:40 GMT

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

You dont need to export it as a mix. All you have to do is load the terrain for the level you want to use. Add whatever objects you want in your map and save in your data folder. Not as mix just save the level files. :}}

Subject: .mix????

Posted by [dueltommychan](#) on Sun, 22 May 2005 18:51:55 GMT

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

thx,the guy with the tutorial helped me.thx everybody,except for the people on the top with bad attitude

Subject: .mix????

Posted by [danpaul88](#) on Sun, 22 May 2005 22:20:40 GMT

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

you know that tutorials site is linked to from a lot of threads here...you should add it 2 ur favourites and then u can look there for help before posting here

Subject: .mix????

Posted by [GodSun444](#) on Thu, 26 May 2005 14:16:13 GMT

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

just do <name of the map>.mix

it works the most of the times(with me:P

Subject: .mix????

Posted by [Oblivion165](#) on Thu, 26 May 2005 15:11:09 GMT

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

GodSun444just do <name of the map>.mix

it works the most of the times(with me:P

We call that a .Pkg renamed to .Mix
