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Subject: Using edited .mix files  
Posted by [Fleetatks](#) on Fri, 15 Jul 2005 18:55:04 GMT  
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do i need to put all the stuff that comes with the .mix? for instance .lsd, .ldd, .ddb, and if i need the .ddb how do i use it with renguard lol?

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Subject: Re: Using edited .mix files  
Posted by [Oblivion165](#) on Fri, 15 Jul 2005 19:25:01 GMT  
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Are you talking about using an edited version of (example: C&C\_Hourglass) that comes with renegade, then using it without renguard picking up on it?

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Subject: Re: Using edited .mix files  
Posted by [Fleetatks](#) on Fri, 15 Jul 2005 23:20:05 GMT  
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lol i did use hourglass , i played it as a .mix and it didnt work, i havent tried it as a pkg tho

\*what i mean by didnt work is that in local LAN i started in HON and there was no other terrain but the HON and also when i put all the other files in i just fell through the sky a bunch of times :\\*

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Subject: Re: Using edited .mix files  
Posted by [Oblivion165](#) on Fri, 15 Jul 2005 23:31:56 GMT  
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Well in the community we call that potential cheating. However will will not get it by RenGuard. Download the source Lvl file from the westwood ftp( Ftp://Ftp.westwood.com/pub/renegade/tools/Multiplayerlevels. zip ) and name it c&c\_hourglass2 or something.

Major changes wont work in Mix's.

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Subject: Re: Using edited .mix files  
Posted by [Fleetatks](#) on Fri, 15 Jul 2005 23:40:16 GMT  
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i already have the level file things, all i added was guard towers and a stealth zone

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