
Subject: "*.pak" --> "*.mix"

Posted by [Anonymous](#) on Wed, 08 Jan 2003 21:58:00 GMT

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renegade, but just before it loads up the game crashes to desktop. Please help!

Subject: "*.pak" --> "*.mix"

Posted by [Anonymous](#) on Wed, 08 Jan 2003 22:41:00 GMT

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There's several things you need to do when converting from .pkg to .mix. First your mix file and .lvl file need to have the same name, otherwise the file doesn't know where the map is. Also, you can't modify or 'Add' to the presets if you want a mix file. All preset additions have to be done using 'Temp'.

Subject: "*.pak" --> "*.mix"

Posted by [Anonymous](#) on Thu, 09 Jan 2003 08:38:00 GMT

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Does that include the one for the terrain?

Subject: "*.pak" --> "*.mix"

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:20:00 GMT

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yep, everything has to be a temp preset

Subject: "*.pak" --> "*.mix"

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:22:00 GMT

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well first of all its *pkg not *.pak thats your first problem :PP
