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Subject: .mix  
Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:59:00 GMT  
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how u make file so they dont have to go under the mod section, .mix file i think?

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Subject: .mix  
Posted by [Anonymous](#) on Sun, 09 Feb 2003 20:42:00 GMT  
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any1 there?

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Subject: .mix  
Posted by [Anonymous](#) on Sun, 09 Feb 2003 20:42:00 GMT  
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There is a tutorial for this. But it very confusing.

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Subject: .mix  
Posted by [Anonymous](#) on Sun, 09 Feb 2003 20:49:00 GMT  
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where is the tutorial?i think i could figure it out, cant b much harder than some of the things i do

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Subject: .mix  
Posted by [Anonymous](#) on Sun, 09 Feb 2003 21:02:00 GMT  
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I think all you have to do is rename the extension to .mix because .pkg is another form of a mix. Or you can extract everything out of the .pkg and use xcc to make a new mix with all those files in it.

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Subject: .mix  
Posted by [Anonymous](#) on Sun, 09 Feb 2003 21:11:00 GMT  
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Make sure you only have one level in your mod folder.1. Delete Always, characters and presets in your mod folder.2. Add .mix to the mod name in the exporter. Make sure the file name of your map is the same as the mod name in the exporter. I'm not 100% sure about this.

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Subject: .mix

Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:01:00 GMT

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thanx, ill try those

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Subject: .mix

Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:24:00 GMT

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just export but make the name this: "YourMapName.mix" (with the quotes)

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Subject: .mix

Posted by [Anonymous](#) on Wed, 12 Feb 2003 00:31:00 GMT

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Any textures in your levels folder that are also contained in the always.dat file can be removed from the levels folder to make the file smaller. Just move them or temp delete them then export the package to .mix.

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