
Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 09:58:00 GMT
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whats the difference between add and temp?

Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 10:03:00 GMT
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dunno, but if you use "Add" you can't convert to .mix

Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 10:09:00 GMT
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'Temp' rules!Owns 'Add' any daylol

Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 10:32:00 GMT
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i figured it out and it looks like i have to make all my objects temp to convert to mix

Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:05:00 GMT
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That was kinda implied in what I said....

Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:25:00 GMT
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wtf are you talking about?

Subject: add vs. temp
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:44:00 GMT

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quote:Originally posted by killakanz:dunno, but if you use "Add" you can't convert to .mix That kinda meant if you wanna convert a map to *.mix, you gotta use Temp and not Add. Sorry if it's confusing.

Subject: add vs. temp

Posted by [Anonymous](#) on Thu, 13 Feb 2003 22:19:00 GMT

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i posted my reply b4 i seen your's....i understand what you said and i appreciate the help. Thanks
