
Subject: LE doesn't pack things into mix
Posted by [DL60](#) on Fri, 01 Aug 2008 11:56:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a problem with packing mix maps in LE. It doesn't pack additional dds-textures & .w3d models into the mix-archive. Adding the missing files via RenegadeEx fails because the mix archive only uses files which are packed via LE.

I put the files into the following directories. Originally they were all in the Levels-dir.

```
/C&C_MapName/  
../ALWAYS/  
../Characters/  
../EditorChache/ <=put my additional textures in here  
../Levels/  
../presets/
```

The additional .w3ds (TOW-HumVee etc) are in the main directory of my map (below these dir's)

How can I force LE to pack everything in the mix archive? I can't pack it as .pkg and rename it to mix because the temp-weapons/ammos/explosions doesn't have the right damage then.

Subject: Re: LE doesn't pack things into mix
Posted by [zunnie](#) on Fri, 01 Aug 2008 13:20:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use XCC to mix in the required files.

I would give you the link to it on game-maps.net but the site is down at the moment, need to wait for IronWarrior for it to get back up.

I attached xcc to this post in a rar file, use that to drag/drop in the files you need in the mix.

File Attachments

1) [XCC.rar](#), downloaded 67 times

Subject: Re: LE doesn't pack things into mix
Posted by [DL60](#) on Fri, 01 Aug 2008 14:30:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thx Zunnie.

Somebody already told me the solution. There is an option for this in LE which can be found Edit => Include.

Close^^
