
Subject: Special vehicles.

Posted by [Deafwasp](#) on Sat, 05 Apr 2003 18:22:43 GMT

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Can I replace or add a new vehicle/infantry to a map and still retain the .mix filetype?

Subject: Special vehicles.

Posted by [General Havoc](#) on Sat, 05 Apr 2003 18:40:55 GMT

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Yes, as long as it is a temp version and the W3D and any non-standard textures are included in the MIX. Also you will have to temp the purchase settings if you want to be able to buy the vehicle. If you want to temp the harvester then you will also need to temp the Refinery controller and set the vehicle it uses.

_General Havoc
