
Subject: How to make a .mix
Posted by [Captkurt](#) on Sat, 28 Jun 2003 22:26:17 GMT
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This is old stuff for a lot of us, but in the past week two different people have emailed me asking

<http://www.laeubi.de/tutorials>
For you newbies, give them a few hours and it will prob. be available.

Subject: How to make a .mix
Posted by [Infinint](#) on Sun, 29 Jun 2003 07:48:52 GMT
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hmmm its ben a day and its still not up

Subject: How to make a .mix
Posted by [General Havoc](#) on Sun, 29 Jun 2003 12:33:05 GMT
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It's online now. Sorry about the delay, I was involved in a Planetside operation yesterday and i didn't have time to check my mail all the time. If you have any more tutorials to upload then contact me. If you need a correction to the tutorial listing then contact me or Laeubi.

_Gneral Havoc

Subject: How to make a .mix
Posted by [pulverizer](#) on Sun, 29 Jun 2003 15:34:22 GMT
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I'm not quite sure, but I thought it was already explained in ren help. anyways, nice tutorial.

Subject: How to make a .mix
Posted by [Nightma13](#) on Mon, 30 Jun 2003 17:59:18 GMT
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urrrmmm when i was making C&C_Walls_Reloaded.mix when i converted it to a mix it crashed so i tryied a new way.... converting it to a mix without deleteing the folders.... and it worked and is MUCH more stable

Subject: How to make a .mix

Posted by [Captkurt](#) on Mon, 30 Jun 2003 18:02:48 GMT

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Nightma13urrrmmm when i was making C&C_Walls_Reloaded.mix when i converted it to a mix it crashed so i tryied a new way.... converting it to a mix without deleteing the folders.... and it worked and is MUCH more stable

I don't know why. But will say this, it's possible that it's the number of characters in the name. I

figure.

Just for an experiment try this, change the name to C&C_Walls_RL.mix and then do the deletes and see if it works, I say it will.
