
Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Mon, 02 Sep 2002 00:50:00 GMT

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!!Milestone Update/Success!! I have managed to get my map into mix format with the modified presets successfully! This is a huge step for me, not only is this my first attempt at converting to mix, I also had to deal with those presets too. Now that I have this road block out of the way, I can move faster knowing that it will work in the end. BTW, When I saved my map to mix, I had forgotten to remove the extra folders, but they didn't seem to have any effect on the mix. Is this a lucky chance or do you really need to get rid of them? Triforce
