
Subject: How do you make a map so it's .mix

Posted by [CnCsoldier08](#) on Wed, 08 Dec 2004 04:37:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

To ensure a settings update:

-Delete the .mix and .thu versions of the map if they already exist. Sometimes Level Edit won't update a map properly if it is overwriting an older version.

-Go to the Levels folder and delete the 3 "your map name" files with the extensions .ddb, .ltd, and .ltd. Save your .lvl file again to recreate the deleted files, with fully updated settings.

-Export the map with out deleting anything, this is to ensure everything got updated. Then you can move on to exporting the file smaller.

Exporting smaller .mix files:

First make sure any saving is done.

-Delete the Always, Characters, Presets and Scripts folders.

-Go to the EditorCache folder and delete the files METER.TGA, TA_CEMENT.TGA, TA_DUMMY.TGA, and TA_FRONT.TGA. Also delete the .dds versions of those 4 files if they exist

-Delete any asset_report.txt files that exist in any remaining folders, including the main mod package folder.

-Export the .mix

-Restore the deleted Always, Characters, Presets, and Scripts folders

Straight From Neosaber, who owns, BTW.
