First, i made a snow type map and cloned the main terrain to get a "walking though snow" effect. I did the W3D settings correct, and it works fine in LE(havoc walk's trough the cloned terrain), but once i export the map as .mix(or .pkg, it doesn't mater) both infantry and vehicles just walk/drive over it while they should go though it.

Second, i wan't an audio file to be played a few seconds AFTER the map is loaded (audio file is EVA saying "Ion storm approaching"), but i can't seem to be able to make it play at all. Unless i make it "music" type, but then it keeps going endless...

Also, how can i make text apear at the same time the audio file is being played?