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Subject: Mix file exporting

Posted by [Garth8422](#) on Wed, 09 Apr 2003 02:04:19 GMT

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#### IMPORTANT STEPS FOR MIX FORMAT

1)make sure all the files in the LEVEL Folder (LVL,LDD,ect...) have the same name prefixes (IE C&C\_Garth.LVL,C&C\_Garth.ldd ect....)

2)in windows Explorer with leveledit opened, delete Characters,Always and Preset folders (temporary to recycle bin)

3)In Level Edit SAVE YOUR FILE with the normal save feature. CRITICAL STEP.

4) now when its done saveing, export mod package quotes around file name IE "C&C\_Garth.mix"

5)when its done writing offset header and stuff, exit Leveledit

6)undelete/restore the folders from the recycle bin

7) now load Renegade and play your MIX.

make sure you have only 1 level file per MIX and always use TEMP to change preset tree.

IMPORTANT NOTE: You cannot make Permanent changes to PRESETS, always use the TEMP button to make PRESET changes.

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