Subject: Editing M##.mix levals Posted by ___PISTOL_ on Tue, 24 May 2005 03:11:53 GMT View Forum Message <> Reply to Message

No use xcc mixer and open up the .mix map and replace a certain file then the map will work perfectly unless you modified presets if so you have to put the objects.ddb in the data folder along with the .mix map after you've editted it.

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