Subject: Converting to .mix problem
Posted by Nightma13 on Tue, 22 Apr 2003 10:49:45 GMT

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ok i have recently made a map called C&C_River_Magic i converted to pkg to test it out and it works fine but then when i convert it to .mix i get this

http://n00bstories.com/image.fetch.php?id=1054854809

One of my mates said it was because i useed add instead of temp so i then deleted the Add and put in temp instead but its still like that

EDIT: there seems to be a large plane of water at the Z coordinetntes of 0 going across the ENTIRE MAP also the exterior and the interior of buildings have been messed up