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Subject: .mix map problems.

Posted by [Spetz5](#) on Wed, 07 Jun 2006 23:25:59 GMT

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Well, once again I am requesting help, this time its with .mix maps. I have attempted to do a .mix map, but there is a new model in it, and its skin is not in the renegade data folder, but is in my level edits editorcache folder. In-game it does not show the skin, but in LE it does. How do you get .mix maps to export with the textures included? I have seen many maps with new units in them, and they all have textures, what am I doing wrong?

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