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Subject: Re: goldengodmod v2

Posted by [Kamuix](#) on Mon, 31 Jul 2006 03:14:37 GMT

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Well i couldn't really understand his last question but.

Use the XCCMixer from here <http://xccu.sourceforge.net/utilities/>  
Xcc mixer 1.44 or whichever one don't matter.

Go into the mod mix file, extract Objects.ddb, put it into a mod folder and screw with it, than put it into you're Rendata folder or use Xcc mix editor(Found it XCC Utilities) and put it back into the mod mix you got it from.

That should work i don't see any reason why it wouldn't

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