
Subject: Re: .mix

Posted by [Blazea58](#) on Thu, 17 May 2007 02:52:34 GMT

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I think the only real restriction is that you must save and export as "C&C_mapnamehere.mix" with the quotes also in your exporting. I dont have jonwils level edit version so i cant validate if its any different for exporting.

Otherwise be sure you only use temp and not add if you were adding extra objects or spawns etc.
