
Subject: Re: .mix

Posted by [zunnie](#) on Sat, 19 May 2007 15:03:09 GMT

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I dont understand what many people find so difficult to make mix maps.

You can simply copy C&C_Field.mix from your data folder, use xcc to delete the files inside it.

Then use xcc to add your own.. That is the texture files you used on the map, the w3d of the map, the ldd, lsd and if you temped anything the mapname.ddb

Thats it...

The mixfile name must be the same as the name you saved your level file under. ie if you saved as C&C_Blabla.lvl then the mix must be called C&C_Blabla.mix

The xcc i been using for ages now is xcc 1.44, not sure if there is a new version already but, this one works great..

And a note for people trying to make serverside mods:

You cannot temp anything but spawners and the purchase options.
