Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Fri, 14 Sep 2007 10:28:13 GMT

Dthdealer wrote on Fri, 14 September 2007 08:33WOOOOOT
HAIL YRR
I've had maps for years that have lost their lvl files!

EDIT: what about PKG's?

I'm not going to support PKGs right now. Try to play around with it, maybe it already works. E.g. if the .pkg contains a Test.lsd/ldd, rename the *.pkg to Test.mix, extract the objects.ddb into the LevelRedit/data directory and try converting.