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Subject: Packing .dds into .mix

Posted by [DL60](#) on Thu, 01 Nov 2007 16:22:41 GMT

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I have a general problem with using .dds in .mix archives.

The situation: I created a map with new .dds textures from another game in gmax. For using the textures in gmax I have to convert them into .tga. After I packed the mapfiles via LevelEdit in a .mix archive I find the .tga files in it but I want the .dds files to be in it. Now I use RenegadeEx for deleting the .tga files and replacing them with the .dds files (have same names) but Renegade doesn't notice them. CCR crashes or simply doesn't display them.

By the way I have the same problem with new sounds. Renegade doesn't play them when they are in a .mix archive.

How can that be fixed?

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