
Subject: Re: [Release] C&C_Islands Egypt
Posted by [Gen_Blacky](#) on Tue, 11 Nov 2008 23:21:53 GMT
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Di3HardNL wrote on Tue, 11 November 2008 15:08madrackz wrote on Tue, 11 November 2008 13:47i added some trees bu they wont show up online

if you are editing C&C Islands first rename C&C_Islands.mix to C&C_Islands2.mix but keep it in data. Then in leveledit where you added the tree to the map export it to C&C_Islands.mix. I do it that way and it works online

I am redoing the map C&C Volcano in Renx by the way. ^^ It takes alot time, since you will have to redo all textures. But its quite fun. also when you edit it in renx you can change the building exteriors. check out my HON hand

at least your doing it the correct way by using renx , lmao nice tib tree
