
Subject: C&C Seaside Canyon Released

Posted by [NeoSaber](#) on Wed, 06 Aug 2003 00:30:49 GMT

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It could be one .mix file. I set up three .mix files so I can easily update the exploding buildings or alternate models. If I pack them into every map, but in later versions I make minor changes, I will have to rename the files every time. If I don't rename the files then the new map could load the outdated files from an older map.

This way I can make minor changes (like add a few more emitters to the explosions), make an updated version of the ExpBldg_Data.mix, and any map that uses the exploding buildings is now updated without having to have a new version.

I decided to do the same thing with the alternate models because there are still a few bugs in the models I wanted to eventually correct (a few improperly binded vertices, a few character models don't have LOD, etc). I figured it would be easier for now to update a single file instead of any map that uses them.
