
Subject: Re: Help pls!

Posted by [E!](#) on Thu, 16 Jun 2011 17:41:11 GMT

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if you use jonwil's LE.exe there's a command to export as *.mix.
with that you're able to create a finished map which you would onl have to copy into the data folder as long as you didn't modify the presets tree. if so you would also have to copy the objects.ddb into the data folder and you should be able to play your map.
