Subject: Re: Getting Meadow.mix to work with TT
Posted by jonwil on Sat, 20 Feb 2016 11:22:33 GMT
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Looks like one of the filenames in the mix file has a character in it that packageeditor doesn't like
(the bogus character was a u with 2 dots above it)
I hex edited all the right places in the mix file so it doesn't have the bogus character anymore and
now it converts.

You can download the fixed mix file from
https://drive.google.com/file/d/0B9idqO9KygGsQm5RellPV0xhcnM/view?usp=sharing