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Subject: HELP WITH MAP

Posted by [dueltommychan](#) on Wed, 16 Mar 2005 05:41:50 GMT

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wat do you do after u made the things on level editor to put it with a map,and then put it onto the game?thx for helping!

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Subject: HELP WITH MAP

Posted by [Naamloos](#) on Wed, 16 Mar 2005 11:43:33 GMT

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Export it as .pkg or .mix.

To export as .mix type "[name].mix" WITH the ". After that you may clean it up a bit using XCC. Delete the ini files and objects files.

To export as .pkg just export.

Then place it in renegade/data.

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Subject: HELP WITH MAP

Posted by [Oblivion165](#) on Wed, 16 Mar 2005 11:44:11 GMT

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NaamloosExport it as .pkg or .mix.

To export as .mix type "[name].mix" WITH the ".

To export as .pkg just export.

..yeah thats not how you make a mix. Thats what we call in the biz a renamed pkg.

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Subject: HELP WITH MAP

Posted by [Naamloos](#) on Wed, 16 Mar 2005 11:45:45 GMT

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Edited my post the same minute for more info. ^^

Edit: That's how you make a .mix.

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Subject: HELP WITH MAP

Posted by [WNxCABAL](#) on Wed, 16 Mar 2005 12:18:02 GMT

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<http://www.renhelp.co.uk>

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