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Subject: How do I edit .mix files

Posted by [thirsty42](#) on Mon, 07 May 2007 23:48:28 GMT

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I know this is a n00by question but is there a way to edit .mix files in Level edit? I have tried using XCC mixer but couldn't find what to export.

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Subject: Re: How do I edit .mix files

Posted by [Brandon](#) on Mon, 07 May 2007 23:57:56 GMT

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No, you can't edit .mix files and even if you open the .mix file with XCC or even RenegadeEX you wouldn't find the file you need. To edit an already existing map you need it's .lvl file (you'd have to contact map creators and if you're lucky they might let you have a copy or they might publicly release it, etc). There are some .lvl files that were released (FieldTS, Snow, Woodland, Marsh\_BETA2, Oasis\_Flying).

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Subject: Re: How do I edit .mix files

Posted by [Scrin](#) on Tue, 08 May 2007 06:51:53 GMT

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YuriVA777 wrote on Mon, 07 May 2007 18:57No, you can't edit .mix files and even if you open the .mix file with XCC or even RenegadeEX you wouldn't find the file you need. To edit an already existing map you need it's .lvl file (you'd have to contact map creators and if you're lucky they might let you have a copy or they might publicly release it, etc). There are some .lvl files that were released (FieldTS, Snow, Woodland, Marsh\_BETA2, Oasis\_Flying).  
hmmmm can you give asis\_Flying.?

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Subject: Re: How do I edit .mix files

Posted by [Ryu](#) on Tue, 08 May 2007 09:27:08 GMT

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There is another way..

Open the .mix with XCC mixer, Or RenegadeEX, and extract the .ldd or .lsd (forgot what one it is) after that open one of them up in Level Edit and you have the map.. Only problem is you have to add the purchase terminals, Way paths, Building Controllers, Tib fields etc yourself.

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Subject: Re: How do I edit .mix files

Posted by [reborn](#) on Tue, 08 May 2007 09:56:52 GMT

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Yes you can edit .mix files.

You can edit the map using only the .mix file by extracting the .w3d file of the terrain and loading it up in level edit and then adding all the way-paths and spawners etc etc.

If someone tells you it isn't possible to edit the .mix file then they are mis-informed.

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Subject: Re: How do I edit .mix files

Posted by [Brandon](#) on Tue, 08 May 2007 20:52:45 GMT

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Well, when I use the terrain .w3d model the textures get ruined after I save and re-open the project. -.- I prefer using the original file to avoid texture glitches and such. As far as .lsd files go I've tried that too and it never worked for me. -.- Oh well...

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