
Subject: Re: .mix map problems.

Posted by [Titan1x77](#) on Fri, 09 Jun 2006 06:01:29 GMT

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export your map with these 2 folders...

Editor cache

Levels

nothing else should export with it....and your textures inside the editor cache should be inside the .mix this way.

So...save your level as C&C_mapname

move out all folders except for Editor cache and Levels....

Export as "C&C_mapname.mix" with quotes....and you shouldnt have a problem.
