
Subject: Re: .mix

Posted by [Ryu](#) on Thu, 17 May 2007 02:59:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, To make a .mix, You need to make your own Terrain, And add all the other stuff from LE (.ldd, .lsd, .ddb) into the .mix

It could be possible with Renegade's mission terrains, But you might need to rip them from the maps, If you wanted the map were you need to get in the sub, Open the .mix with RenegadEx, extract the terrain (Should be C&C_MXX.W3d) along with everything inside it, Then rebuild the .mix only replacing the Level Edit stuff (.ldd, .lsd, .ddb) And viola..

Try using these tuts to build a .mix without screwing everything up.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=26>

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=27>
