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Subject: Renx question

Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:37:00 GMT

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this convert to mix thing isnt working right for me, this is what i did: first i made a new folder in level edit named testi put a imported a renx file into the map and saved it as testi copyd my level folder i deleted the always characters and presets from my original test folder (level edit still runing) then i exported my map as testi looked at my test pkg file and i renamed the test to test.mix (it didnt say test.pkg for some reason) finally i deleted my level folder and pasted it back in im not shure what i did wrong but i think its the fact that my exported level didnt have it saying pkg it was only test what is wrong?

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