Your Level name should be called "C&C_Something.lvl" with the C&C_Prefix to it. Then you need to export the package as a minx file with the same name. So "C&C_Something.lvl" would be named "C&C_Something.mix" Also you can only have one "lvl" file in your mod folder or it will not work when loading up the mix in game. Also I think names are case sensative.

It could also be your W3D Settings but reply if the above doesn't work.

_General Havoc