
Subject: Editing M##.mix levels

Posted by [Oblivion165](#) on Sat, 07 May 2005 17:22:11 GMT

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1. in its present condition, you can only make it a .pkg
 2. You will have to load each map with LevelEdit to get the mod Pkg to show every level, not just the first 1.
 3. Reinstall your renegade tools, i was able to export and play without altering anything.
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