
Subject: Re: Editing maps that dont come with the level edit or as a .lvl file
Posted by [reborn](#) on Sat, 27 Jan 2007 12:25:59 GMT

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Well some authors may not like it, so you must ask there permission to edit the map and ask for there source of it.

There is a way to edit the maps from just the .mix file if the author has lost the source, this involves extracting the .w3d file from the .mix using xcc, then adding it to your level edit directory, then going into level edit and selecting that .w3d file as the terrain.

This does ofcourse mean you will have to add all way points, controllers, spawners ect etc
