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Subject: Re: Mission Maps

Posted by [Sn1per74\\*](#) on Sat, 28 Jul 2007 02:35:59 GMT

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Alex wrote on Fri, 27 July 2007 21:23BlueThen wrote on Fri, 27 July 2007 20:05Alex wrote on Fri, 27 July 2007 19:52Put the original M06.mix into your FDS folder along with the Level Edit files, Should work!

Ok then. Including the .lvl file?

Not the .lvl, Just the .dds, .ltd and .ltd.

You only need the .mix and .ltd actually.

.dds is for skins.

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