Subject: Re: LevelRedit, a .mix to .lvl converter! Posted by Yrr on Fri, 14 Sep 2007 10:28:13 GMT View Forum Message <> Reply to Message

Dthdealer wrote on Fri, 14 September 2007 08:33WOOOOOT HAIL YRR I've had maps for years that have lost their lvl files!

EDIT: what about PKG's?

I'm not going to support PKGs right now. Try to play around with it, maybe it already works. E.g. if the .pkg contains a Test.Isd/ldd, rename the *.pkg to Test.mix, extract the objects.ddb into the LevelRedit/data directory and try converting.

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