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Subject: Re: Convert lsd to mix  
Posted by [Altzan](#) on Sun, 23 Nov 2008 18:54:20 GMT  
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I was considering doing something similar - I was going to open a pkg mod somebody made and edit the maps to have bots in them.

I tried what you said, zunnie, but more than half of the level is gone, only building interiors and the random tree here or there.

Also I peeked into the buy menu (which had a few new vehicles) and saw the field for name and object were empty, rendering the buying process impossible.

So basically, I have no idea how to open pkg's for use in LevelEdit either.

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