Subject: Re: Gameplay is Pending and no floor
Posted by danpaul88 on Fri, 06 Feb 2009 13:05:52 GMT

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For mix maps you have to temp the terrain preset and name it the same as the name of the .mix file, for example temp the M08 terrain and name the new preset C&C_Prison_Break. Then delete the instance of M08 terrain preset (use the instances tab for this) and create the newly temped one in it's place.

This has always worked for me anyway, whether there's another way of doing it I don't know for certain.