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Subject: no ground?

Posted by [Xena](#) on Sun, 12 Jul 2009 17:10:43 GMT

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ok, I'm trying to make City\_Flying.mix have ash and lightning but the ground won't show up after i converted City\_Flying.mix to City\_Fling.lvl

any help?

PS: it DID work with the under.lvl that was already with LevelEdit

PS II: how do i save a map as .mix? i only managed to put it in a .pkg file so far

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