
Subject: Re: resource manager question
Posted by [robbyke](#) on Fri, 08 Jun 2012 09:53:18 GMT
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when i export as mix the map would only be a few kb large

when i do it as a mod package (through a tut on renhelp) i get a larger mix file but still smaller than the original

when i edited the ddb, like creating a second mrls with rotating turret (with add temp) and load the map there is nothing there

and i'd say i search a tutorial but the tutorials that exist aren't in depth enough to get things right

also when i open an existing map with XCC mixer the lsd and ldd files are a lot larger than the one i get from level edit

PS:

i first wanted to do that but i need to have a ddb file for it and like whitedragon said that will prevent people from playing in other servers