
Subject: Getting Meadow.mix to work with TT
Posted by [Goztow](#) on Sat, 20 Feb 2016 08:36:33 GMT
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We'd like to add Meadow.mix to the rotation on Rencorner:
https://dl.dropboxusercontent.com/u/95787410/C%26C_Meadow.mix

Unfortunately, Meadow.mix will not convert, or even show an error. Shaitan thinks it has something to do with all these .ini files in the mix file:

armor.ini
armor_backup_copy.ini
asset_report.txt
bones.ini
buildings.ini
cameras.ini
campaign.ini
characters.ini
dazzle.ini
desktop.ini
explosion.ini
game.ini
gang.ini
input.ini
menu.ini
phrases.ini
speech.ini
stylemgr.ini
surfaceeffects.ini
ta_dummy.tga
vehicles.ini
w3danimsound.ini
weapons.ini

Who could help us solve this problem? Thanks in advance!

Reminder of what the map looks like .