

---

Subject: Re: Single Player Mods

Posted by [Zion](#) on Mon, 09 Oct 2006 22:00:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

To save the .mix/.pkg goto "File > Export [Save Dialog]"C&C\_\*.mix/.pkg".

If it's going to be a .mix map, in the file name, quote it ("C&C\_\*.mix").

To "export" presets, you have to create them, save and close Level Edit, it will ask if you wish to save the presets and you click yes if you want to.

The new presets will be found in: "\*\Renegade Public Tools\LvlEdit\<mod name>\Presets\objects.ddb". Take Objects .ddb, copy and paste it into your renegades Data folder.

---