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Subject: Re: Modifying original single player levels?  
Posted by [Genesis2001](#) on Sat, 14 Oct 2006 00:01:27 GMT  
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To Make A Server-Side Mod: (I think this is what you want):

1. Download Renegade Public Tools [here](#).
2. You'll need the Misson Map Files. Download [here](#).
3. Open Level Edit, Add New "mod", Open the Level Edit File from those mission map files you downloaded.
4. Edit the things you want to edit.
5. File > Export Mod Package
6. Save as \*.pkg (replace \* with whatever you want the file to be called (whatever.pkg )
7. Open \*.pkg file in an extraction program (ie: XCC Mixer, Renegade Ex (not RenEx - Editor).
8. Extract the \*.lsd & \*.ldd files from the \*.pkg file.

After #8, All you have to do is put the LSD & LDD Files in your data folder  
(C:\Westwood\RenegadeFDS\Server\Data - For RenegadeFDS Servers OR  
C:\Westwood\Renegade\Data - For Normal Renegade)

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