
Subject: Re: FieldTS.lvl

Posted by [Slave](#) on Thu, 19 Jul 2007 12:21:45 GMT

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Ingredients:

- Renegade installed
- Extracted map.w3d from the specific mix
- Leveledit

Then you set everything up on your map, as stated in
RenModTools/Howto/Multiplayer_Maps/CnC_Map_Setup.doc

Renhelp.net goes into more detail on every step.

Save your progress often as a .lvl file, Leveledit is known to be buggy.
