
Subject: Re: How To Make a Renegade Campaign?
Posted by [F1AScroll](#) on Tue, 10 Mar 2009 10:36:58 GMT
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I meant like being able to overwrite mission 1 with my own level. I know about Co-Op maps. At some point, I might try my hand at one, but I'm a bit busy trying my hand at everything else. IF I were to paste a custom M01.mix into the data folder, then when I hit campaign, would it load?

Also, I can't find anything about making the encyclopedia available from the menu. Which tutorial is that in? Or what option in Level Edit allows you to do that? I'm using Jon Wil's Level Edit, if that matters. I think the only difference might be that that it can make .mix files. Thanks in advance.
