Subject: Hey everyone, I got a question!
Posted by Anonymous on Sat, 20 Apr 2002 15:22:00 GMT
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Ok, I have a mod going and well, I just cant seem how to put it into a level. It would be a waste of time to make a whole NEW map just to put my mod in! Now will someone plz tell me how to put a mod in a map already there? thanks.

Subject: Hey everyone, I got a question!
Posted by Anonymous on Sat, 20 Apr 2002 15:23:00 GMT
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grab then Renegade Ex tool off of www.renegademods.com, open any level .mix file and extract the .lsd file, then add that into your renegadetools/leveledit/modname/levels folder. And after that, save and export, then walla![April 20, 2002: Message edited by: GtheB]

Subject: Hey everyone, I got a question!
Posted by Anonymous on Sat, 20 Apr 2002 15:37:00 GMT
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but how do i save it on to the level?

Subject: Hey everyone, I got a question!
Posted by Anonymous on Sat, 20 Apr 2002 15:39:00 GMT
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they just explained it... then just export the package and it should work if that does...

Subject: Hey everyone, I got a question!
Posted by Anonymous on Sat, 20 Apr 2002 15:44:00 GMT
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export it to where?

Subject: Hey everyone, I got a question!
Posted by Anonymous on Sat, 20 Apr 2002 15:46:00 GMT
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export it as a mod package...