

---

Subject: Is it possible to make my own mission?

Posted by [deadmoap](#) on Wed, 02 Jun 2004 18:26:43 GMT

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

---

LevelEdit is very powerful... and I'm starting to learn to make scripts. I'm guessing that I'm probably going to have to replace one of the current missions... but a mission tutorial would be very helpful.

---

---

Subject: Is it possible to make my own mission?

Posted by [Oblivion165](#) on Wed, 02 Jun 2004 19:05:28 GMT

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

---

very easy, just for a plain map just use renegadeEx, to open the mission files, and name your map the same as the mission map, replace the files with yours. Bam working SP map, as for scripts it can be done, thats not my area, someone else will post with that info.

Renegade did alot of sloppy work on their sp stuff, such as making bots spawn Right before you get around the corner and such.

Also if you want to look at the Sp maps in .lvl format they are on <http://ftp.westwood.com>

---

---

Subject: Is it possible to make my own mission?

Posted by [Cpo64](#) on Sun, 06 Jun 2004 23:19:38 GMT

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

---

Yes it is very possible, but you don't need to copy the nameing schems at all, you can have it named anything, you just need to edit the campaine.ini (spelling is wrong)

---