
Subject: Map Order In packages

Posted by [Jerad2142](#) on Mon, 06 Aug 2007 20:54:55 GMT

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

Does anyone know how Renegade decides to organize maps in a mod.pkg. I know its not just randomly displaying them, because 11b is always at the top (it was 8b until I made 11b and so on). So does anyone know how to affect the order of the displayed maps?

File Attachments

1) [Renegade Map Cycle Screen.png](#), downloaded 460 times

Host Options

Command & Conquer

Basic

Mod Package:

JGONOSinglePlayer

Gameplay

Available Maps:

level11b elite.lsd
level8a blkso.lsd
level11a mstrof.lsd
level9b blkg.lsd
level3a slvrso.lsd
level3b slvrso.lsd
level4 slvrso.lsd
level6b blkso.lsd
level6d blkso.lsd
level8b blkso.lsd
level5a slvrso.lsd

Map Cycle

level11c r

Advanced

Victory Conditions

Add

Map Cycle

Map Time Limit (min):

0

☒ Loop Maps

Back

Save/Load

Subject: Re: Map Order In packages
Posted by [JasonKnight](#) on Mon, 06 Aug 2007 21:50:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

not understanding your train of thought

when a mod package is made the maps are all included in the mod package, you have to create the server in order to play them and you would be required to put the maps into the map cycle list to play them in the order that you want to.

so logically thinking it should really matter. if you name the levels correctly so someone can understand what order to put them into you should have no problem.

but last i knew i thought it went by alphabetic order...

Subject: Re: Map Order In packages

Posted by [danpaul88](#) on Mon, 06 Aug 2007 22:42:59 GMT

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

Interesting, its obviously not alphanumerical... perhaps in the order they were last edited / saved in Level Edit?

Subject: Re: Map Order In packages

Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 22:47:06 GMT

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

mines always been alphabetical

but yours who knows space's may effect it or something

Subject: Re: Map Order In packages

Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 22:49:53 GMT

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

File size?

Subject: Re: Map Order In packages

Posted by [JasonKnight](#) on Mon, 06 Aug 2007 22:55:30 GMT

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

danpaul88 wrote on Mon, 06 August 2007 17:42 Interesting, its obviously not alphanumerical... perhaps in the order they were last edited / saved in Level Edit?

this could be it because if they were *.mix files they would be alphabetic.

I say just make them mix files. this way they will be alphabetic.

Subject: Re: Map Order In packages
Posted by [BlueThen](#) on Tue, 07 Aug 2007 01:35:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should do what scud storm did (as I recall) they practically remade renegade.

Subject: Re: Map Order In packages
Posted by [Tunaman](#) on Tue, 07 Aug 2007 04:54:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

JasonKnight wrote on Mon, 06 August 2007 18:55
alphabeticle
that made me lol

Subject: Re: Map Order In packages
Posted by [Cpo64](#) on Wed, 08 Aug 2007 03:01:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jason Knight, his is not a multi player mod, but a single player mod, therefor a server will not be involved.
Jerad, I'm still not sure why your not using .mix's

Subject: Re: Map Order In packages
Posted by [Jerad2142](#) on Wed, 08 Aug 2007 06:44:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cpo64 wrote on Tue, 07 August 2007 21:01
Jason Knight, his is not a multi player mod, but a single player mod, therefor a server will not be involved.
Jerad, I'm still not sure why your not using .mix's
#1 Renhalo is both multiplayer and single player (multiplayer is harder).
#2 Mixes are two limited, unless you want 24 GBs of maps on your hard drive (as each mix would have to have all 1 GB of data in them). Also, temps are two limited, you can't added in even 1/10 of the number of presets you can in a normal preset directory.

Subject: Re: Map Order In packages
Posted by [Veyrdite](#) on Wed, 08 Aug 2007 06:46:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:you can't added in even 1/10 of the number of presets
?

Subject: Re: Map Order In packages
Posted by [Cpo64](#) on Fri, 10 Aug 2007 01:54:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't see why the total file size would be different, but yes, I forgot about your temp issues.

Subject: Re: Map Order In packages
Posted by [Jerad2142](#) on Fri, 10 Aug 2007 03:56:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

dthdealer wrote on Wed, 08 August 2007 00:46Quote:you can't added in even 1/10 of the number of presets

?

No offense, but to do that and this point would be madness, I would have to remake and delete thousands of presets.

This alone would probably put another year on the mod.

The Objects file is 7 MB alone.

Subject: Re: Map Order In packages
Posted by [Veyrdite](#) on Fri, 10 Aug 2007 06:59:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh.

I agree otherwise with the maps being pkg for compatibility issues, and the fact he doesn't need to modify Rens strings for custom names, and bla bla else. If the person is going to be running a server dedicated to renhalo, they shouldn't care about other maps involved, so using a mix is useless.

Another thing is as a mix would require 101 mod folders in le, with duplicates of the same object presets tree files taking tonnes more space, and you cant update all of the object preset files in all the folders at once.
