
Subject: I've got a problem...

Posted by [CnCsoldier08](#) on Sat, 06 Dec 2003 16:19:32 GMT

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

ok, i created a map using the tutorial at CnC Den, then exported it to Leveledit, did everything there, and exported mod package to renegade/data. then when i go to play my map its not there. I click the dropdown mod package and the category is there but not the map.

P.S. when I go to Pathfind/generate sectors it takes like a secondand it says on the tutorial it should could maybe take a day.

Subject: I've got a problem...

Posted by [npsmith82](#) on Sun, 07 Dec 2003 07:39:10 GMT

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

To get your map showing in the mod listing, i believe you must save the .LVL file into your mod directory under the mod dir (where you've stored textures/scripts etc.)

Something like :

C:\Program Files\RenegadePublicTools\LevelEdit\MODNAME\Levels*.LVL

Then when you export as a mod package, they'll be bundled within the PKG.
