Posted by Anonymous on Sat, 23 Nov 2002 13:52:00 GMT

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quote:Originally posted by caranto5:When i export my map as a Mod Package then try to go find it in Renegade its not there. Yes its in the right Dir.Also, when alpha blending. When i load the w3d of the level in Commando, the whole plain thats blended is black. The textures are in the folder with the w3d too.You must save the level - then export as the mod package-when in lan mode - go to the map selection - pick mod and you should see your level.with the a/b --- make sure the texture that you have a/b has the valpha w3d option selected before you export it.