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Subject: Campaign.ini

Posted by [NeoSaber](#) on Sun, 05 Sep 2004 06:36:50 GMT

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Since you tried naming your map M13.mix and it didn't work, I'm thinking it's a problem with your map. I've done some single player test maps for Renegade Alert and it always worked to name the map M13.mix. You should probably check over the map to make sure it exported properly, such as having the same name for .lvl and .mix. If there's still problems, make sure you have the right kind of spawners setup for single player.

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