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Subject: How do you compile maps with Renegade Editor?

Posted by [Can Not](#) on Thu, 13 Jul 2006 16:34:51 GMT

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I can make some pretty fancy stuff in "RenX"/gmax. I can load them into Renegade Editor. Then I can export them as .pkg files, which Renegade the game can't seem to use. I keep getting these 300+ MB .pkg files out of Renegade reditor. I can rename them as .mix (like another tutorial said to) but all I get is a void map. Can anyone point out the obvious solution to my problem?

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