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Subject: Re: How do you compile maps with Renegade Editor?

Posted by [cmatt42](#) on Thu, 13 Jul 2006 20:57:49 GMT

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Can Not wrote on Thu, 13 July 2006 12:34 Then I can export them as .pkg files, which Renegade the game can't seem to use.

<http://img125.imageshack.us/img125/782/019zf.jpg>

If you put the .pkg file in your data folder, it should appear within the red circle.

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