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Subject: Re: Getting nowhere fast ?

Posted by [Ryu](#) on Wed, 14 Feb 2007 17:59:23 GMT

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Tank wrote on Tue, 13 February 2007 13:29Great stuff, thanks.

Just one more question, when I've edited the levels what do I save them as, .mix files or something else so that the game will recognise them ?

If you modded "C&C\_Complex" and added maybe a turret, Just save it in level edit as "C&C\_Complex" And save to your desktop, Then put the 3 files ".lsd, .idd, .ddb" into your C:\Westwood\Renegade\Data folder and start up Renegade and go on that map and walla! Should work.

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