As posted above.

You also need xcc mixer.

Open xcc mixer, go to the map you wish to make a .lvl file for.

Extract all the .w3d files from it.

Then make these folders in your level editer folder.

C:\Westwood\Renegade Level Editor\LevelEdit\MODNAME\terrain\levels_multiplay\c&cmap_YOURMAP << this is a copy on how mine looks.

MODNAME\ < Whatever Mod you working on.

After you made these folders, place all the extracted .w3d files into the last folder as shown above.

Then in the Level Editer, click Terrain and highlight Levels - Multi Player click Add, where it says Name, add the new map name, use the same format as the rest of the maps, you dont have to add the numbers like the others use.

Then click Settings and click the folder icon for m_ModelName

Go to the C:\Westwood\Renegade Level Editor\LevelEdit\UltraAOW\terrain\levels_multiplay\c&cmap_YOURMAP

Then find and open the mp_mapname.w3d file then click ok.

If you done everything right, click on the name for yourmap and and click Make.

Level Editer will now crate the terrain.

You now have to add all this.

PT screens for both teams.
GDI Startup Spawners.
Nod Startup Spawners.
Beacon script zones.
Tiberium Field zones for GDI and Nod.
Vehicle Construction script zones for Airstrip and Weapons Factory.
Waypaths for the Airstrip and Weapons Factory. (I warn you, the Airstrip waypaths is a right bitch to get right).

Waypaths for the Ref for both teams.
SFX Sounds for buildings. (all the sounds you hear from buildings, if you want them in the map, you have to add them, open an other map like City.lvl and copy from that, its easy, but takes long to do).
Am not really sure, but you might have to add the Lightscape Inported objects in some areae, I did this for Glacier_Flying), dont know if it makes a difference.
Building_Controllers for all buildings in the map.

Thats it, doesnt sound much, but it is.

After you done all this, save it, make a backup copy and if you do make it for an other map like a fanmap, then please do share with others, come to mp-gaming.com and we will host it on game-maps.net for others to download, credits will go to you.

You dont need to do this for the westwood maps, only fan made maps like FieldTS etc.