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Subject: Map Order In packages

Posted by [Jerad2142](#) on Mon, 06 Aug 2007 20:54:55 GMT

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Does anyone know how Renegade decides to organize maps in a mod.pkg. I know its not just randomly displaying them, because 11b is always at the top (it was 8b until I made 11b and so on). So does anyone know how to affect the order of the displayed maps?

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#### File Attachments

1) [Renegade Map Cycle Screen.png](#), downloaded 599 times

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# Host Options

Command & Conquer

Basic

Mod Package:

JGONOSinglePlayer

Gameplay

Available Maps:

level11b elite.lsd  
level8a blkso.lsd  
level11a mstrof.lsd  
level9b blkg.lsd  
level3a slvrso.lsd  
level3b slvrso.lsd  
level4 slvrso.lsd  
level6b blkso.lsd  
level6d blkso.lsd  
level8b blkso.lsd  
level5a slvrso.lsd

Map Cycle

level11c r

Advanced

Victory Conditions

Add

Map Cycle

Map Time Limit (min):

0

☒ Loop Maps

Back

Save/Load