Subject: Map Order In packages
Posted by Jerad2142 on Mon, 06 Aug 2007 20:54:55 GMT

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?

File Attachments

1) Renegade Map Cycle Screen.png, downloaded 764 times

Host Options

Command & Conquer

Mod Package: JGONOSinglePlayer

Available Maps:

Map Cycle

- level11b elite.lsd
- level8a blkso.lsd
- level11a mstrcf.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

level11c r

Basic

Gameplay

Advanced

Victory Conditions

Map Cycle

Back

Add

Map Time Limit (min): 0

☒ Loop Maps

Save/Load