Subject: I've got a problem...
Posted by npsmith82 on Sun, 07 Dec 2003 07:39:10 GMT

To get your map showing in the mod listing, i believe you must save the .LVL file into your mod directory under the mod dir (where you've stored textures/scripts etc.)

Something like :
C:\Program Files\RenegadePublicTools\LevelEdit\MODNAME\Levels*.LVL

Then when you export as a mod package, they'll be bundled within the PKG.