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Subject: Does EA care for this game and all?

Posted by [\[REHT\]Spirit](#) on Tue, 04 May 2004 01:07:22 GMT

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Renegade isn't too hard to mod, depending on how much you're trying to do. If you're new, my advice is to download the MP map pack, then take one of the maps, go into Level Edit's folder, run Level Edit, make a new mod folder, and in the new mod folder, there should be a folder called Levels (if not, you can make it). Stick a map in that folder, and then in Level Edit, look around the preset tree on the right (it starts with a bunch of folders, when you open them up, more objects appear), just tweaking things and seeing settings.

Whenever you want to try what you changed, go into File->Export Mod Package, then after it exports, run an LAN game with the max players set to 1, with it set to the mod in the map selection screen.

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