
Subject: This is all it takes

Posted by [Captkurt](#) on Sat, 01 Mar 2003 05:31:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you made any changes to any of the presets, and are using these changes in your map, you need to do it with a Temp. and then after loading your map, minimize level edit and go to the directory where your map is stored. Usually C:\Program Files\RenegadePublicTools\LevelEdit\YOUR MAPS and remove the following directories; Always, Characters, Presets, then make sure that the only

after doing all that, go back to your level edit, and maximize it, and click on "file" Then "Export mod package"

Here is where you need to pay attention. Put the (") quote then the C&C_NAME_OF_YOUR_MAP.MIX and then end it all with closed (") and click save. Hope this helps. Let me know if you need more help.
