Subject: Campaign.ini
Posted by bigwig992 on Sun, 05 Sep 2004 05:41:02 GMT
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I've tryed taking one, editing it to my .mix name, and when I load up, nothing, blue hell and endless falling.

```
; --------------------------------------------------------------------------
; Mission 00
; --------------------------------------------------------------------------
;
0=Level BWM01.mix
1=Score
```

I also tryed naming my map to M13.mix, to use the default campaign.ini, and still, nothing. How do I get this to load my map?

Subject: Campaign.ini
Posted by NeoSaber on Sun, 05 Sep 2004 06:36:50 GMT
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Since you tried naming your map M13.mix and it didn't work, I'm thinking it's a problem with your map. I've done some single player test maps for Renegade Alert and it always worked to name the map M13.mix. You should probably check over the map to make sure it exported properly, such as having the same name for .lvl and .mix. If there's still problems, make sure you have the right kind of spawners setup for single player.

Subject: Campaign.ini
Posted by bigwig992 on Sun, 05 Sep 2004 19:50:46 GMT
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I got it working, or, well, I had it working.

Now I have a new error. Whenever I start up RenAlert it says "This version is out of sync with the strings.tbd". Which is weird, I didn't touch the strings. I tryed deleting my .mix out and restarting it again, didnt help. I tryed what Tweekbee told me to do, delete the strings in my mod folder, then export as a .pkg, that didn't help. So now I'm stuck with this problem. Anything I can do aside from reinstalling?