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Subject: Map Order In packages

Posted by [Jerad2142](#) on Mon, 06 Aug 2007 20:54:55 GMT

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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 660 times

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# Host Options

## Command & Conquer

Basic

Gameplay

Advanced

Victory Conditions



Map Cycle

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Mod Package:

JGONOSinglePlayer

Available Maps:

- level11b\_elite.lsd
- level8a\_blkso.lsd
- level11a\_mstrcf.lsd
- level9b\_blkg.lsd
- level3a\_slvrso.lsd
- level13b\_slvrso.lsd
- level4\_slvrso.lsd
- level6b\_blkso.lsd
- level8b\_blkso.lsd
- level5a\_slvrso.lsd

Map Cycle

level11c.r

Add

Map Time Limit (min):

0

Loop Maps

Save/Load