
Subject: How do you compile maps with Renegade Editor?

Posted by [Can Not](#) on Thu, 13 Jul 2006 16:34:51 GMT

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I can make some pretty fancy stuff in "RenX"/gmax. I can load them into Renegade Editor. Then I can export them as .pkg files, which Renegade the game can't seem to use. I keep getting these 300+ MB .pkg files out of Renegade editor. I can rename them as .mix (like another tutorial said to) but all I get is a void map. Can anyone point out the obvious solution to my problem?

Subject: Re: How do you compile maps with Renegade Editor?

Posted by [Zion](#) on Thu, 13 Jul 2006 16:57:03 GMT

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When you export the map name it as: "C&C_<mapname>.mix" WITH the quote marks.

Subject: Re: How do you compile maps with Renegade Editor?

Posted by [Can Not](#) on Thu, 13 Jul 2006 17:32:42 GMT

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I'm still getting voids. I tried Export Package and Save Level as...

I'm trying to export the level C&C_City from westwood's FTP.

Subject: Re: How do you compile maps with Renegade Editor?

Posted by [cmatt42](#) on Thu, 13 Jul 2006 20:57:49 GMT

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Can Not wrote on Thu, 13 July 2006 12:34 Then I can export them as .pkg files, which Renegade the game can't seem to use.

<http://img125.imageshack.us/img125/782/019zf.jpg>

If you put the .pkg file in your data folder, it should appear within the red circle.

Subject: Re: How do you compile maps with Renegade Editor?

Posted by [JRPereira](#) on Sat, 15 Jul 2006 01:38:02 GMT

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<http://tiberios.justinpereira.com/leveledit-tutorials/creating-mix-maps/>

Information on making .mix maps, which are generally more server-friendly and often smaller.
