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Subject: how would i import a mod pkg?

Posted by [Distrbd21](#) on Wed, 17 Sep 2008 01:57:50 GMT

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I have been trying to import a mod of mine for like 30 mins now and can't figer out how to.

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Subject: Re: how would i import a mod pkg?

Posted by [samous](#) on Wed, 17 Sep 2008 02:34:49 GMT

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if you mean "install", just put the .pkg file in your renegade data dirrecotie:

The First Decade:

C:/Program Files/EA Games/The First Decade/Renegade (tm)/Renegade/Data

Normal:

C:/WestWood/Renegade/Data

(i think)

then just run the game and when \*HOSTING\* a game, go to the map selection, and click on the mod pakadge area, then select yours.

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Subject: Re: how would i import a mod pkg?

Posted by [Distrbd21](#) on Wed, 17 Sep 2008 03:50:01 GMT

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i know that but im talking for LEVELEDIT.

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Subject: Re: how would i import a mod pkg?

Posted by [Jerad2142](#) on Wed, 17 Sep 2008 05:33:12 GMT

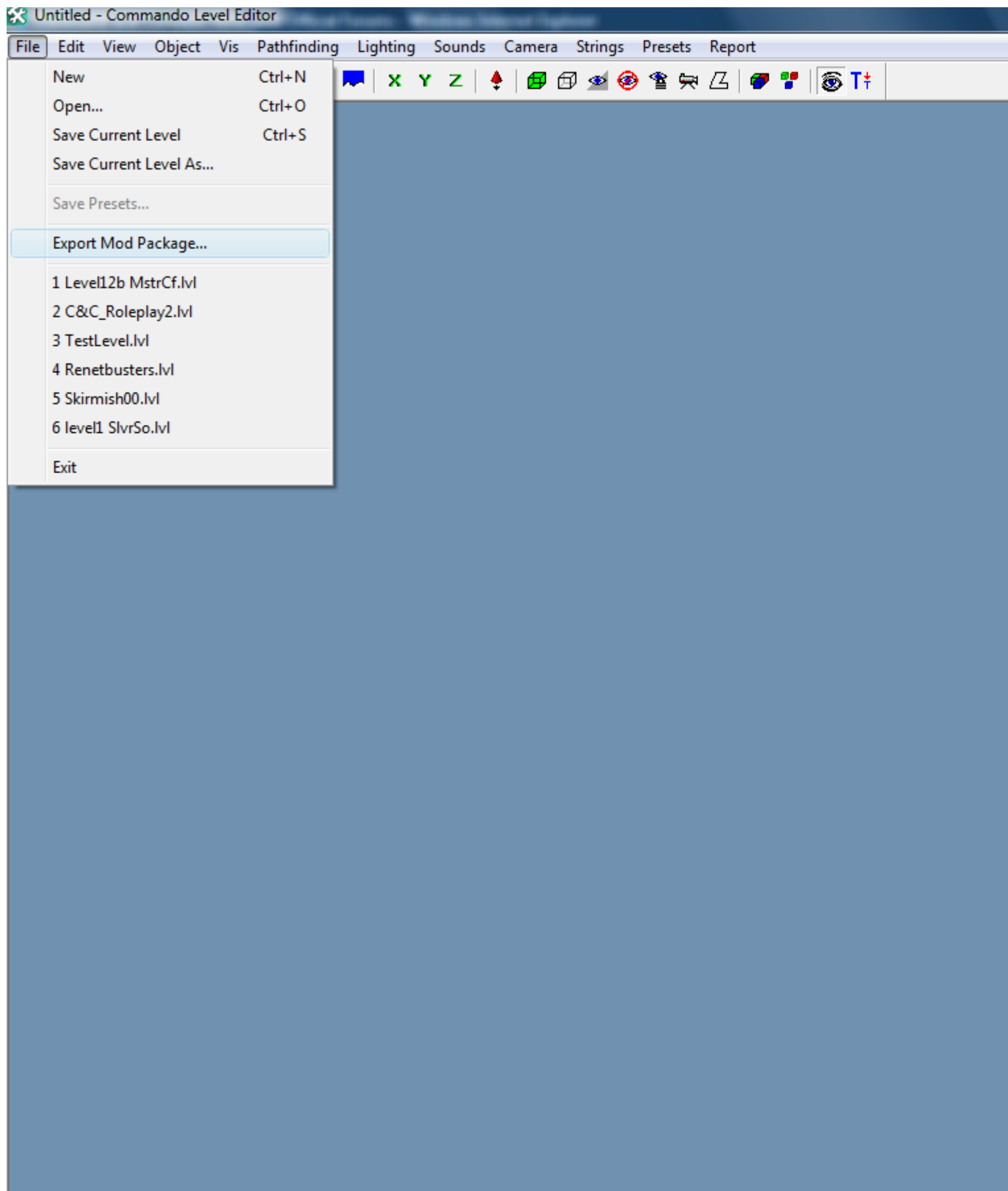
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## File Attachments

1) [export.png](#), downloaded 374 times

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```
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_Islands\characters\FullMoon.tga
Resetting device.
Device reset completed
```

Export this mod package to the game.

Subject: Re: how would i import a mod pkg?  
Posted by [Distrbd21](#) on Wed, 17 Sep 2008 07:29:43 GMT  
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read my post i want to import a mod not export a mod damn

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Subject: Re: how would i import a mod pkg?  
Posted by [saberhawk](#) on Wed, 17 Sep 2008 07:41:48 GMT  
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Distrbd21 wrote on Wed, 17 September 2008 02:29read my post i want to import a mod not export a mod damn

The answer is basically this; "You don't."

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Subject: Re: how would i import a mod pkg?  
Posted by [ErroR](#) on Wed, 17 Sep 2008 13:31:42 GMT  
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Saberhawk wrote on Wed, 17 September 2008 10:41Distrbd21 wrote on Wed, 17 September 2008 02:29read my post i want to import a mod not export a mod damn

The answer is basically this; "You don't."  
i say u can but not sure about lvl files.

Create a new mod  
u open the mod with ren ex  
extract everything in the mod folder  
replace objects.ddb with the standart objects.ddb (\*mod name\*>Presets)  
then replace other files with the standart ones (ini's and others)  
then using level redit get the lvl file and ur done (i imported some mods but not lvls)

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Subject: Re: how would i import a mod pkg?  
Posted by [MacKinsey](#) on Wed, 17 Sep 2008 15:39:21 GMT  
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Jerad Gray wrote on Wed, 17 September 2008 00:33  
Could u sent me the RolePlay Data?

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Subject: Re: how would i import a mod pkg?  
Posted by [Canadacdn](#) on Wed, 17 Sep 2008 16:59:09 GMT  
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I'll reply for Jerad, and the rest of the RP2 team: "Fuck no."

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Subject: Re: how would i import a mod pkg?

Posted by [MGamer](#) on Wed, 17 Sep 2008 18:24:45 GMT

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i heard that there is something called level re-edit that can do that not sure

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Subject: Re: how would i import a mod pkg?

Posted by [saberhawk](#) on Wed, 17 Sep 2008 18:31:23 GMT

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MGamer wrote on Wed, 17 September 2008 13:24i heard that there is something called level re-edit that can do that not sure

Doesn't work for pkgs

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