
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 642 times

Host Options

Command & Conquer

Basic

Gameplay

Advanced

Victory Conditions



Map Cycle

Back

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