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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

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1) [Renegade Map Cycle Screen.png](#), downloaded 753 times

# Host Options

Command & Conquer

Basic

Mod Package:

JGONOSinglePlayer

Gameplay

Available Maps:

level11b elite.lsd  
level8a blkso.lsd  
level11a mstrof.lsd  
level9b blkg.lsd  
level3a slvrso.lsd  
level3b slvrso.lsd  
level4 slvrso.lsd  
level6b blkso.lsd  
level6d blkso.lsd  
level8b blkso.lsd  
level5a slvrso.lsd

Map Cycle

Advanced

Victory Conditions

Add

Map Cycle

Map Time Limit (min):

0

Loop Maps

Back

Save/Load