

Mod Debugging & Errors

You're in the middle of testing and you just made something new. And then when it loads... BAM! Your game explodes and you have no idea where to look.

- **Luxor 1/AR:** Check the luxor.log or luxorAR.log file and scroll to the bottom. Look out for any warnings about missing files, invalid characters/syntax, etc.
- **Luxor 2 and games that use it's engine:** Check your Documents/MumboJumbo folder.

Each game has it's own folder:

- Luxor 2: luxor2
- Luxor 1 HD: Luxor 1 HD
- Luxor 2 HD: Luxor 2 HD
- Luxor AR HD: Luxor Amun Rising HD
- Luxor Evolved: Luxor Evolved
- Myth Match: mythmatch
- Neopets Codestone Quest: neopets

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