

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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