
Subject: Re: Bug with custom HUD icons

Posted by [YazooGang](#) on Thu, 19 Mar 2009 19:22:46 GMT

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Dreganius wrote on Thu, 19 March 2009 13:05YazooGang wrote on Thu, 19 March 2009 11:23TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

No.

I'm not against Saberhawk, but Reborn has their hud.ini in always.dat.

Okay? What exactly does that have to do with it?

Man, reread the posts, then post. You just made a failure post. Thanks!

That itself was a failure post..

Reborn is a Standalone game, and therefore NOT a .pkg...

It uses its own always.dat file, etc, etc. Think of a .pkg as an add-on to Renegade, and Reborn as another game that simply uses Renegade's engine.

Man, Always.dat is made like a pkg file, they make Always.dat by exploring file as a pkg and naming it always.dat. your a modder? Yeah right.
