Subject: Expansion Mods
Posted by Adavanze on Sat, 27 Sep 2003 10:37:00 GMT
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Yeah, basically, you can make it so you can do all of the stuff, appart from patch it up with ease. What you would do is make a new Renegade folder, including all of the dll files. For the data folder, you have to make a mix file called always.dat, and include all the map files - bla bla bla. Im possibly wrong but i think that is how u do it