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Subject: Adding .Dat files to Renegade

Posted by [Oblivion165](#) on Sat, 28 Feb 2004 04:04:55 GMT

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Dantebigwig992\*Ahem\*....

that can be done via a game.exe hack, simply hexedit always.dat to \*.dat, not that hard, but then you have a different version of game.exe floating around, and it does screw with some things

yeah ill try that, thanks

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