Subject: what is the correct loadorder for renegade data files?
Posted by jonwil on Sat, 26 Nov 2005 12:45:01 GMT

The game seems to load the files in this order: (i.e. it calls a function that, from what I can tell, loads the mix file and adds its contents ready for renegade to find it)
always2.dat
always.dbs
always.dat
*.mix

But leveledit loads them like this
always.dat
always.dbs
*.mix

What is the actual correct loadorder?
Is game.exe loading them in the correct order (one would assume that whatever order game.exe is using IS the "correct" order).
Assuming the game.exe order is correct, what order should leveledit be using?

Subject: Re: what is the correct loadorder for renegade data files?
Posted by danpaul88 on Sat, 26 Nov 2005 15:11:54 GMT

im not sure it actually matters so long as all the files from the always.dat etc are preloaded into memory before it opens the mix...

Subject: Re: what is the correct loadorder for renegade data files?
Posted by NeoSaber on Sun, 27 Nov 2005 05:25:45 GMT

I would think the game.exe is correct, because it allows files in the always2.dat to take priority over files in the always.dat. In my understanding, that's the whole purpose of the always2.dat. It lets you update game assets without having to touch the bloated, troublesome always.dat. I'm not sure if it matters where the always.dbs falls in the order, since it probably shouldn't include files that would conflict with the other stuff.

In my opinion the proper load order for Level Edit would be:

-Individual files in the Data folder
-always2.dat
-always.dat
-always.dbs

-*.mix

And it would be great if it warned you on export if the files were coming from the Data folder or another .mix. It would make checking for missing textures a lot easier.