
Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:29:00 GMT

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Westwood did not change the formats for anything in the flying patch. To restore your always.dat (I know this works, I did it a few times when I accidentally deleted something in XCC), go to the game CD, look for the *.cab files. Double click on the first one (assuming you have something that can read *.cab files, if not, go download WinRAR or something, that can do it). Then extract always.dat into your renegade folder and it should work again now. If it doesn't work, some other file is stuffed up and I can't help you there. Despite what people have been saying, there has never been any changes to always.dat. The always.dat on the game CD is the latest version. There is an always2.dat file but that basically contains: 1. most of what is in C&C_City.mix (so the flying map can find it) 2. most of what is in C&C_Walls.mix (so the flying map can find it) and 3. some stuff for the 4 flying vehicles
