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Subject: Super Run Mod

Posted by [z310](#) on Mon, 26 Jul 2004 19:12:19 GMT

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spreegeml didn't change the falling distance on it, I don't know what's wrong, it was just always like that, I'll try increasing the fall distance and see if that does anything though. . . OT: Anyone know how to import an objects.ddb file into the Renegade editor? I don't have teh original .pkg anymore

Create a new mod package and put the existing objects.ddb in the presents folder.

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