
Subject: Re: Single Player Mods

Posted by [LR01](#) on Mon, 09 Oct 2006 16:16:57 GMT

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If you make a player invulnerable you better don't change its health, but the shieldtype, blamo.

If you want to make a .mix you can use the new public tools ore simple change the name, .pkg -> .mix and remove not neede files with RenegadeEx

If you want to make a real SP mission you need to edit campains.ini to

And I dont think replacing a M**.mix is smart, cuz then you can a message everytime you boot up renegade, saying a error
