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Subject: Re: Renegade resurrection?

Posted by [Yrr](#) on Fri, 13 Apr 2007 13:08:34 GMT

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Renx wrote on Fri, 13 April 2007 07:24Quote:There is no need to backup this file, because binkw32-rml.dll is the original binkw32.dll from Renegade. The new binkw32.dll is a 'module loader' I coded, which loads any .dll files from the 'modules' directory.

My Binkw32.dll is 299Kb, your Binkw32-rml.dll is 124Kb.

I packed the original binkw32.dll with UPX, that's why the file is smaller.

@CarrierII:

I only replaced Renegade functions, but nothing within any DLL files.

@Jonty:

Detecting the correct weapon a player used to kill anything is still difficult. strings.ini loads when Renegade starts up, so you have to restart the game when modifying strings.

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