
Subject: Re: Renegade Universe =D

Posted by [EA-DamageEverything](#) on Tue, 29 Apr 2008 12:49:17 GMT

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If you experience problems with any map, the first you should do is remove the scripts.dll inside the mix.

Use RenegadeEx or the XCC Mixer, open the map and remove any DLLs. many maps were built with old scripts because in the olden days, most of the players weren't using them at the moment of the release.

If a map doesn't have special functions like special pricing, extra vehicles or low Gravity like Mars etc, you can often remove the objects.ddb too.

A good example for a map which is messed up with crap would be C&C_Meadow.mix from GDIViperM. It weighs about 38MB uncompressed and can be set on a diet easily. Remove the DLLs, the unnecessary INIs, the objects etc and you will reach a slim size of about 28MB...
