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Subject: Re: MAJOR BUG!

Posted by [danpaul88](#) on Tue, 16 Sep 2008 07:54:20 GMT

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Just delete your objects.ddb and Renegade will use the correct one from always.dat/always2.dat./always.dbs (it's in one of those). You shouldn't be editing your client's objects.ddb anyway unless your creating a mod, in which case it should be inside a .pkg. Only other reason to edit it is to cheat, which we will NOT help you with here.

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