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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Tue, 15 Jul 2014 14:20:30 GMT

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jonwil wrote on Tue, 15 July 2014 07:51 I see no reason why you couldn't simply put objects.ddb into a TT package sent over the downloader, that should work per what StealthEye says.

I'll export my pkg as a mix instead and we'll see what happens. Originally .mix didn't support objects.ddb, .inis, and it still doesn't load up modified loading screens on load (pkg does though so yay).

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