

---

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe

Posted by [iRANian](#) on Fri, 14 Apr 2017 17:58:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Demo has all the assets. So if you fuse the FDS + Demo always.dat files it works...except it crashes because of certain missing .wav files....I've fixed that by adding empty wav files.

One issue is that XCC Mixer has weird behavior when extracting and inserting files with a backslash (\) in them...so my base always.dat file needs to contain the needed files with backslash.

---