Subject: Debug mode in Commando Editor
Posted by General Havoc on Sat, 31 Jan 2004 21:24:52 GMT
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The mix export is pretty handy. I'm sure the always.dat on is useful too. It unlocks some things on other menus too like the Edit one.

You can use resource hacker to disable menu's such as singleplayer too. Could be handy if the RenAlert team wanted to prevent access to the singleplayer menu or something.