
Subject: Adding .Dat files to Renegade

Posted by [Oblivion165](#) on Fri, 27 Feb 2004 05:07:45 GMT

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I modeled a building, and the building has alot of animations....so neddless to say, everytime i use the building, i dont want to have to setup zones all day. I made a new .dat file called Always_Additon.Dat and added all of my files for the model. as it is right now, it doesnt read them from Always_Additons.Dat

Can i make this apart of the "Boot" record?

I know i can add them to Always.Dat, but i think that may disable my ability to connect to WOL
