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Subject: Adding .Dat files to Renegade

Posted by [Slash0x](#) on Fri, 27 Feb 2004 05:13:41 GMT

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Editing the objects file will effect the multiplayer game listings...always.dat is what Renegade looks @ first to find a particular file. Like if you made a map with a texture already existing in the always.dat...the always.dat would overwrite yours because it always looks there first (dus the name "always" )

Are you making a map with a new building? Or edit an already made building ags?

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