
Subject: Adding .Dat files to Renegade

Posted by [Sanada78](#) on Fri, 27 Feb 2004 13:30:04 GMT

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You can do it the way General Havoc just explained. The only different thing to do is not to call it "C&C_Whatever.mix". Call it something with out the "C&C" bit otherwise it'll think it's a map and will come up in the maplist.

If you name it something like "0_FileName.mix", then Renegade will read those files first unless there's anything else before it.
