
Subject: Adding .Dat files to Renegade
Posted by [Dante](#) on Fri, 27 Feb 2004 17:08:17 GMT
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bigwig992*Ahem*....

that can be done via a game.exe hack, simply hexedit always.dat to *.dat, not that hard, but then you have a different version of game.exe floating around, and it does screw with some things
