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Subject: Adding .Dat files to Renegade

Posted by [General Havoc](#) on Sun, 29 Feb 2004 10:02:37 GMT

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It does work. Neosaber or Nodbugger (whichever did the building destruction animations) made a map and used a seperate mix file. You are suggesting that just because you HEX edited the EXE and it didn't work (although it worked fine when I tested it), the other idea won't work. The two things are no where near related and the second one does actually work as it has been tested, the terrain.w3d bug is 100% evidence of this fact.

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