Subject: how to make my "own mod"?
Posted by htmlgod on Sat, 29 May 2004 00:11:47 GMT

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Seaman: I tried your exporting always.dat method to try to compile SWMOD, but it didn't work. When I tried to load a level, the game just crashed. I made sure I had all the necessary files in the .MIX for the file, I'm thinking there must be stuff in the old Always.dat that isn't exported with mod packages. Or am I just doing something wrong?