
Subject: Idiot move, i will admit but...
Posted by [Lijitsu](#) on Sun, 17 Jul 2005 04:15:52 GMT
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I was looking around for skins, and i decided to scan through the site i was on's Mods section, and i found a Drop Mod, a program that apperantly re-writes always.dat into making something pop up at a certain event(Or atleast this one did). I was wondering if there is a way reverse this process, so i can play a Multi-player Practice without it lagging whenever i see the Airstrip Drop-Off area?

Subject: Re: Idiot move, i will admit but...
Posted by [danpaul88](#) on Sun, 17 Jul 2005 10:46:58 GMT
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yeah, get someone to send u a clean always.dat

and how did you get that past RG? or did u not use RG?

Subject: Re: Idiot move, i will admit but...
Posted by [Lijitsu](#) on Mon, 18 Jul 2005 05:36:41 GMT
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I dunno how i got it past it. Maybe it isnt considered wrong? I dunno. Is that the only way? Also, could anyone tell me if im correct about drop mods?

Subject: Re: Idiot move, i will admit but...
Posted by [danpaul88](#) on Mon, 18 Jul 2005 16:34:18 GMT
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As far as i know drop mods do NOT affect always.dat, or RG would have had a fit

Usually its just a few text files in the ren or data folder which work server-side only, like SSAOW. Go in your ren folder and delete the text files that were created the day you installed the drop mod

Subject: Re: Idiot move, i will admit but...
Posted by [Lijitsu](#) on Mon, 18 Jul 2005 21:07:59 GMT
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Theres a problem there. Im not sure exactly which ones they were. I have over... 700 files in my Renegade Data folder, so its alittle difficult.

Subject: Re: Idiot move, i will admit but...
Posted by [danpaul88](#) on Mon, 18 Jul 2005 21:55:56 GMT
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well sort them by type and put the view in groups, then it narrows it down to those in the text files group

Subject: Re: Idiot move, i will admit but...
Posted by [Lijitsu](#) on Tue, 19 Jul 2005 01:48:04 GMT
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Could someone do me a favor, and see if they have the .txt document called asset_report in their Ren Data folder? I want to make sure i delete this damn mod.

Subject: Re: Idiot move, i will admit but...
Posted by [danpaul88](#) on Tue, 19 Jul 2005 12:07:39 GMT
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asset report is a normal renegade text file, delete it anyway because ren will create a new one on its own, and it could have stuff from the mod in there.

Actually I think ren will recreate any essential text files on its own, so you would probably be ok deleting all of them.

Subject: Re: Idiot move, i will admit but...
Posted by [Parad0x](#) on Tue, 19 Jul 2005 17:50:02 GMT
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the drop mods are a text file, should be something like c130_drop.txt. Not quite sure of the name but its like that.

Subject: Re: Idiot move, i will admit but...
Posted by [Lijitsu](#) on Wed, 20 Jul 2005 07:58:04 GMT
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Yeah, something like that.
Thanks, ill go ahead and delete it, but not empty my Recycling Bin.

[]PROBLEM SOLVED{}

Subject: Re: Idiot move, i will admit but...

Posted by [zunnie](#) on Fri, 22 Jul 2005 03:39:37 GMT

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I would recommend to NOT install ANY mods for Renegade unless they are installed into a different folder apart from the Renegade one.

Why would you use "Multiplayer Practice"?

Its alot easier to host a 1 player LAN game and use maps that have bots in them

<http://www.multiplayermaps.net/pafiledb.php?action=file& id=326>
Ai Bots MapPack

Subject: Re: Idiot move, i will admit but...

Posted by [Lijitsu](#) on Fri, 22 Jul 2005 05:05:51 GMT

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Because, i dont always want to play a load of maps, and besides it fun to run through as Deadeye and disable their power in just a few minutes.

Edit: Though thanks for the map pack, im getting it anyway.
