
Subject: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [Oblivion165](#) on Mon, 02 Jan 2006 21:11:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://renhelp.co.uk/?tut=65>

Thought some of you might be interested in how we got LE to read from our Always.dat, and Etc.

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [PaRaDoX](#) on Mon, 02 Jan 2006 22:41:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

very nice

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [reborn](#) on Tue, 03 Jan 2006 03:16:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why not just run regedit and change the path for renegades "installpath" to your mods .exe file instead?

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [PaRaDoX](#) on Tue, 03 Jan 2006 04:11:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

well it chages alot of things like all your maps HAVE to have C&C_Map_name you can change it to RA_Map_name or ANH_Map_name

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [Oblivion165](#) on Tue, 03 Jan 2006 04:22:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reborn wrote on Mon, 02 January 2006 22:16 Why not just run regedit and change the path for renegades "installpath" to your mods .exe file instead?

Because then Renegade will read from that path. Let say you have:

Renegade
RenAlert
A New Hope

Reborn

You would have to change the path everytime you would want to play one of them.

With this, you dont have to change a thing and your settings are save for each gave. No miss-match, no problems.

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe

Posted by [Oblivion165](#) on Tue, 03 Jan 2006 04:23:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

PaRaDoX wrote on Mon, 02 January 2006 23:11well it chages alot of things like all your maps HAVE to have C&C_Map_name you can change it to RA_Map_name or ANH_Map_name

Yup, anything that fits into the criteria.

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe

Posted by [DreamWraith](#) on Tue, 03 Jan 2006 19:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reborn wrote on Mon, 02 January 2006 21:16Why not just run regedit and change the path for renegades "installpath" to your mods .exe file instead?

[img]http://www.mp-gaming.net/reborn/reg2.gif[/img]

wow. top secret registry entries huh?

Wouldnt want anyone to see what games you play, or software you use

Subject: Re: Tutorial: Custom Game.exe and LevelEdit.exe

Posted by [Spice](#) on Tue, 03 Jan 2006 20:16:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

That is how the h4x3rs get you. n3wb.
