
Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 16:06:00 GMT

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

I was extracting some stuff with XCC, or more exactly trying to find a way of making it faster, then I hit the wrong button, and now my always.dat is corrupted! The menu for Ren loads, but there is no mouse, or background, and none of the buttons do anything, and Commando won't finish loading before it crashes. How can I replace the .dat with out reinstalling? Ahhhh!

Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 16:57:00 GMT

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

*appears out of no where*Copy always.dat from your game cd to your renegade directory and replace the old one.*fades away*

Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:01:00 GMT

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

Might not work as they changed the file format for the textures in the flying patch. Which means you also have to delete game.exe and re-run the install and then update again (dont worry, doesnt take too long).

Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:06:00 GMT

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

*comes down from the heavens*He probably doesn't want to reinstall because he has some game saves or mods or somthing that he'll lose if he reinstalls. P.S. Why in the hell were you deleting stuff to make the game load faster!? There ain't nothin' you can do to make it load faster. Mmm that reminded me of something.*fades away*

Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:21:00 GMT

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

no, was trying to find a way of mass exporting from xcc, then in one of the xcc programs, i hit compress by accident. The reason I don't want to simply reinstall, is because I my computer does not have an internet connection anymore, so I simply can't replace every thing as easily as I would like. If I replace the Always.dat with the one off the CD what effects will it have on my game? If I have a downloaded patch, I don't think still have it but I will check, do i need to even bother with

the cd?

Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:29:00 GMT

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

Westwood did not change the formats for anything in the flying patch. To restore your always.dat (I know this works, I did it a few times when I accidentally deleted something in XCC), go to the game CD, look for the *.cab files. Double click on the first one (assuming you have something that can read *.cab files, if not, go download WinRAR or something, that can do it). Then extract always.dat into your renegade folder and it should work again now. If it doesn't work, some other file is stuffed up and I can't help you there. Despite what people have been saying, there has never been any changes to always.dat. The always.dat on the game CD is the latest version. There is an always2.dat file but that basically contains: 1. most of what is in C&C_City.mix (so the flying map can find it) 2. most of what is in C&C_Walls.mix (so the flying map can find it) and 3. some stuff for the 4 flying vehicles

Subject: Oh No!

Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:36:00 GMT

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

quote:Originally posted by Cpo64: The reason I don't want to simply reinstall, is because I my computer does not have an internet connection anymore, *Falls down from the heavens hard with big explosion* If you don't have an internet connection then how in the hell are you posting on these boards right now!? *jumps back up into the heavens* [February 17, 2003, 17:37: Message edited by: dead4ayear2]

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 07:03:00 GMT

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

Good question.

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:28:00 GMT

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

Different computer, duhhh, LoL

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:29:00 GMT

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

quote:Originally posted by dead4ayear2:*Falls down from the heavens hard with big explosion*If you don't have an internet connection then how in the hell are you posting on these boards right now!?*jumps back up into the heavens*Are you gonna get a ladder or something? What are you doing up there anyway?He's either posting from school/work or an internet cafe, like I do sometimes. Just because he has no internet at home doesn't mean he can't ever post things.

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:30:00 GMT

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

quote:Originally posted by Jonathan Wilson:Westwood did not change the formats for anything in the flying patch. To restotre your always.dat (I know this works, I did it a few times when I accidently deleted something in XCC), go to the game CD, look for the *.cab files...K thanks, I will try that.

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:32:00 GMT

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

*melts up through the ground*If you're using a differen't computer then can't you just download the patch and put it on a cd or floppy?*melts back down*

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:49:00 GMT

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

I could do, but I think copying of the CD would be easer then starting from scratch...

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 13:58:00 GMT

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

Use renegadeEx or the dos extractor (found at Dantes ModX) to extract all the files from the always.dat It's a bit safer too, you only have to press the delete key in XCC and it deletes the file.

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 14:40:00 GMT

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

*loads an Anti-tank Gun**Loads an Anti-Aircraft*ohhh dead4ayear2 I got a Present for ya...*Places the Noobs with the Stupid Question in his hands*

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 20:33:00 GMT

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

Wah!*tosses n00bs to dante*It's in your hands now.

Subject: Oh No!

Posted by [Anonymous](#) on Tue, 18 Feb 2003 20:56:00 GMT

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

THERE*Fires the AA at dead**While the Anti-Tank Gun fires too*

Subject: Oh No!

Posted by [Anonymous](#) on Thu, 20 Feb 2003 00:54:00 GMT

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

*bloody gore slowly moves back together*Haha!*goes down through the ground into Hell.
