Subject: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by iRANian on Fri, 14 Apr 2017 12:35:55 GMT

I want to create an installer that:

-installs MP demo
-extracts the 1.037 game exe from the 1.037 patch
-extracts maps and data files from Renegade FDS

-adds demo always.dat into fds always.dat and adds missing sounds (.WAV) as silent sound file to prevent client from crashing:
-use C&C_Under.mix from demo as base (file size ~30mb)
-rename C&C_Under.mix to always.dat
-add demo always.dat files
-add silent sounds for missing WAV sound files(diff sound lists between demo and stock and add silent sounds for those missing
-add FDS always.dat data into the always.dat file

-add FDS maps.
-Install 4.0
-Has renlist as server browser

Issues:
-Missing the M00 single player maps
-Some missing textures
-Some missing non-essential sounds
-No serial
-Mixcheck.exe from 4.0 doesn't play well with this.

Here's what I have no, as a 7z file of the game folder...just need to turn it into an installer after I find something to deal with missing textures.

https://drive.google.com/file/d/0B2TBwgidz-raWHBhQ1ZtN3hjZWM/view?usp=sharing

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by sla.ro(master) on Fri, 14 Apr 2017 16:13:21 GMT

-extracts maps and data files from Renegade FDS

from what I know, they don't contain textures/sounds. Still it might be illegal..

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by dblaney1 on Fri, 14 Apr 2017 17:26:01 GMT
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The FDS is actually missing a ton of assets needed to actually play. It has no sounds, no single player maps and no textures.

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by iRANian on Fri, 14 Apr 2017 17:58:07 GMT
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Demo has all the assets. So if you fuse the FDS + Demo always.dat files it works...except it crashes because of certain missing .wav files....I've fixed that by adding empty wav files.

One issue is that XCC Mixer has weird behavior when extracting and inserting files with a backslash (\) in them...so my base always.dat file needs to contain the needed files with backslash.

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by iRANian on Fri, 14 Apr 2017 18:10:39 GMT
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So it's working but it's missing a few textures on some maps..

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by iRANian on Fri, 14 Apr 2017 18:51:49 GMT
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Here is the always.dat file with FDS always.dat + demo always.dat + silent WAV sound files for missing sounds (which were causing crashes):

https://drive.google.com/file/d/0B2TBwgidz-raYXFwSTMyNnFUTEk/view?usp=sharing

So we're just missing a bunch of map textures and the single player maps and TT 4.0 mixcheck doesn't play well with it.

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by Gen_Blacky on Sat, 15 Apr 2017 03:05:12 GMT
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I probably have everything you want separated out. RxD was originally the same thing your tying to do. We made the demo be able to play all maps and added the missing assets.

Subject: Re: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe
Posted by iRANian on Sat, 15 Apr 2017 10:09:47 GMT
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Gen_Blacky wrote on Fri, 14 April 2017 20:05I probably have everything you want separated out. RxD was originally the same thing your tying to do. We made the demo be able to play all maps and added the missing assets.

Using FDS files?

When are u on IRC