
Subject: Expansion Mods

Posted by [Thiima](#) on Fri, 26 Sep 2003 22:38:10 GMT

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Can anyone from either of the two mod teams doing the expansion packs, teach/tell me how to set up a mod to run from a seperate executable and load up the maps much faster, cause if you could that would be really helpful .

Subject: Expansion Mods

Posted by [NeoX](#) on Sat, 27 Sep 2003 01:45:29 GMT

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Unless you are a seasoned programmer and got \$3000 just stick to pkg or wait for Dante to come out with his top secret project.

Subject: Expansion Mods

Posted by [CNCWarpath](#) on Sat, 27 Sep 2003 10:02:25 GMT

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Thanks hitlar for deleting my post.

Subject: Expansion Mods

Posted by [General Havoc](#) on Sat, 27 Sep 2003 10:14:09 GMT

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You can do it yourself. It doesn't cost anything to do but you just have to take the time to do it. RenAlert did not spend \$3000 on doing it. Dante may have bought programs costing \$3000 but he did clearly state that these were for his use and that use in RenAlert was his choice. The main program would have been the RTPatch engine, which is a professional piece of software used by companies including EA to patch games. This is not required to make a mod out of the game engine. RenAlert uses this program to allow the game to be patched.

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Posted by [Advanze](#) on Sat, 27 Sep 2003 10:37:00 GMT

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Yeah, basically, you can make it so you can do all of the stuff, appart from patch it up with ease. What you would do is make a new Renegade folder, including all of the dll files. For the data folder, you have to make a mix file called always.dat, and include all the map files - bla bla bla. Im possibly wrong but i think that is how u do it

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Posted by [Thiima](#) on Sat, 27 Sep 2003 11:32:44 GMT

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I had a look through the renalert but i couldnt find where all the mod files went like objects.tdb and the others, because they wern't in the always.dat

ah, nevermind, i found them

Subject: Expansion Mods

Posted by [NeoX](#) on Sat, 27 Sep 2003 14:36:47 GMT

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I stand corrected.

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Posted by [General Havoc](#) on Sat, 27 Sep 2003 16:48:19 GMT

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Thiimal had a look through the renalert but i couldnt find where all the mod files went like objects.tdb and the others, because they wern't in the always.dat

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always.dbs
