
Subject: Adding .Dat files to Renegade
Posted by [Oblivion165](#) on Fri, 27 Feb 2004 05:07:45 GMT
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I modeled a building, and the building has alot of animations....so neddless to say, everytime i use the building, i dont want to have to setup zones all day. I made a new .dat file called Always_Additon.Dat and added all of my files for the model. as it is right now, it doesnt read them from Always_Additons.Dat

Can i make this apart of the "Boot" record?

I know i can add them to Always.Dat, but i think that may disable my ability to connect to WOL

Subject: Adding .Dat files to Renegade
Posted by [Slash0x](#) on Fri, 27 Feb 2004 05:13:41 GMT
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Editing the objects file will effect the multiplayer game listings...always.dat is what Renegade looks @ first to find a particular file. Like if you made a map with a texture already existing in the always.dat...the always.dat would overwrite yours because it always looks there first (dus the name "always")

Are you making a map with a new building? Or edit an already made building ags?

Subject: Adding .Dat files to Renegade
Posted by [Oblivion165](#) on Fri, 27 Feb 2004 05:19:27 GMT
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I made a completely new building. Everyone here hates it: (ChronoSphere)

I of course broke it up into tiles, and have it working in game. but i have an elevator, and when the door opens there are seperate animations that happen, as well as a Reactor, and the teleport pads are animations, so basically i just want to add that to a new Always_Additions.Dat

So i took the Presets from that mod and added them to the .dat file, so that the tiles would be there, along with the zones. I also added all of my W3d's i used in the building and my custom textures i used. so basically everything it would need.

Subject: Adding .Dat files to Renegade
Posted by [Dante](#) on Fri, 27 Feb 2004 05:25:45 GMT
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Renegade does not support multiple .dat files, only Always & Always2, they are hardcoded in the engine.

Subject: Adding .Dat files to Renegade
Posted by [Oblivion165](#) on Fri, 27 Feb 2004 05:32:10 GMT
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fix it

Subject: Adding .Dat files to Renegade
Posted by [bigwig992](#) on Fri, 27 Feb 2004 12:53:13 GMT
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Ahem....

Subject: Adding .Dat files to Renegade
Posted by [General Havoc](#) on Fri, 27 Feb 2004 12:54:02 GMT
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You can include an additional mix file though and use that to store your animations or whatever. I think it works like proxy bones, just make proxy bones in gmax where you want the animation (you know about the proxies by now I guess?) and then make an empty modfolder with no *.ltd(aka map files) file, but just your tile setup (Tile > add temp > my_tile). The mix should go in the same directory as your map.

I am guessing this is how it works, other than that, you will need to track down NeoSaber or NodBugger (Can't remember which one of them did the building destruction animations, they have similar names) and ask him how he did it.

Subject: Adding .Dat files to Renegade
Posted by [Sanada78](#) on Fri, 27 Feb 2004 13:30:04 GMT
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You can do it the way General Havoc just explained. The only different thing to do is not to call it "C&C_Whatever.mix". Call it something with out the "C&C" bit otherwise it'll think it's a map and will come up in the maplist.

If you name it something like "0_FileName.mix", then Renegade will read those files first unless there's anything else before it.

Subject: Adding .Dat files to Renegade
Posted by [Havoc TE](#) on Fri, 27 Feb 2004 16:18:29 GMT
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Are those your models? Very nice if they are. ARe they for a mod you are working on or just for fun? If they are for no mod you should think about have them replace different models in normal Renegade and release them as little model packs. Just a thought.

Subject: Adding .Dat files to Renegade
Posted by [Dante](#) on Fri, 27 Feb 2004 17:08:17 GMT
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bigwig992*Ahem*....

that can be done via a game.exe hack, simply hexedit always.dat to *.dat, not that hard, but then you have a different version of game.exe floating around, and it does screw with some things

Subject: Adding .Dat files to Renegade
Posted by [Cpo64](#) on Fri, 27 Feb 2004 21:29:08 GMT
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I don't understand why you think you need the building parts in a seprate data file from your map

Subject: Adding .Dat files to Renegade
Posted by [Oblivion165](#) on Sat, 28 Feb 2004 04:03:28 GMT
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Havoc TE Are those your models? Very nice if they are. ARe they for a mod you are working on or just for fun? If they are for no mod you should think about have them replace different models in normal Renegade and release them as little model packs. Just a thought.

they are just buildings for RenAlert

Subject: Adding .Dat files to Renegade
Posted by [Oblivion165](#) on Sat, 28 Feb 2004 04:04:55 GMT
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Dantebigwig992*Ahem*....

that can be done via a game.exe hack, simply hexedit always.dat to *.dat, not that hard, but then you have a different version of game.exe floating around, and it does screw with some things

yeah ill try that, thanks

Subject: Adding .Dat files to Renegade

Posted by [General Havoc](#) on Sat, 28 Feb 2004 15:29:22 GMT

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I wouldn't use that method though as you would have a floating exe going around screwing eveyones game up. Unless you are developing a total conversion mod like RenAlert with its own exe, use the other method.

Subject: Adding .Dat files to Renegade

Posted by [Oblivion165](#) on Sat, 28 Feb 2004 18:13:41 GMT

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well the hex edit didnt work, and i dont think the .mix will either.

Subject: Adding .Dat files to Renegade

Posted by [General Havoc](#) on Sun, 29 Feb 2004 10:02:37 GMT

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It does work. Neosaber or Nodbugger (whichever did the building destruction animations) made a map and used a seperate mix file. You are suggesting that just because you HEX edited the EXE and it didn't work (although it worked fine when I tested it), the other idea won't work. The two things are no where near related and the second one does actually work as it has been tested, the terrain.w3d bug is 100% evidence of this fact.

Subject: Adding .Dat files to Renegade

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 10:08:42 GMT

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yeah you are right, i just never fixed my post, i accidently put the mix in renegade instead of renalert.

i just assumed this thread was dead

Subject: Adding .Dat files to Renegade

Posted by [General Havoc](#) on Sun, 29 Feb 2004 10:15:36 GMT

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That normally helps. It's like testing the scripts.dll for 5 hours then relising you have been using the wrong version of the dll. It's happened to me a few times, even though i'm sure i extracted the dll directly from the zip.
