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Subject: mod tools bug fixes (IMPORTANT update)

Posted by [jonwil](#) on Fri, 09 Jul 2004 04:07:02 GMT

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basically, it loads all the files contained in always.dat.

Which means, among other things, that leveledit will extract the correct armor.ini file (only when you first make a new mod package though or perhaps if you delete armor.ini or always/ini from your package).

Also, the C&C mode flying units will work properly without a crash now.

And generally, anything that uses the contents of always2.dat will work.

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