
Subject: what is the correct loadorder for renegade data files?

Posted by [jonwil](#) on Sat, 26 Nov 2005 12:45:01 GMT

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The game seems to load the files in this order: (i.e. it calls a function that, from what I can tell, loads the mix file and adds its contents ready for renegade to find it)

always2.dat

always.dbs

always.dat

*.mix

But leveledit loads them like this

always.dat

always.dbs

*.mix

What is the actual correct loadorder?

Is game.exe loading them in the correct order (one would assume that whatever order game.exe is using IS the "correct" order).

Assuming the game.exe order is correct, what order should leveledit be using?
