
Subject: Re: help

Posted by [havoc9826](#) on Mon, 17 Apr 2006 03:48:58 GMT

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Correct me if I'm wrong, but I believe the "Single Player" and "Multiplayer Options" things are actually pulled from the menu.ini file in always.dat. Extract the file using something like XCC Mixer or RenegadeExtractor, and then change parts that say Name=Load Game (this is what it looks like in English; I'm not sure about non-English versions) to whatever you want. Then, put this custom menu.ini file in your \Renegade\Data\ folder. If you want to change what the buttons themselves look like, you'll want to make your own if_circle02.dds and possibly if_button01.dds (extract these with XCC Mixer or RenegadeExtractor) to supersede those in always.dat. There might also be some things you can change in the rest of the if_*.dds and if_*.w3d series to change what the rest of the menu looks like, but I have absolutely no experience with that. I'm sure someone else would have a better idea than I do.
