
Subject: Re: Request: Hacked Campaign Saves
Posted by [Dr. Lithius](#) on Thu, 29 Jun 2006 03:50:23 GMT
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Actually, I see no reason as to why Jeep Rubi's method wouldn't work for making simple save games, with the exception of the following...

1. I said "999/999 Ammo," which means you never need to reload, and never run out of ammo.
2. There's that aforementioned "LevelEdit knowledge" thing...

But yeah! That's a damned good idea regardless if you don't mind having to wait for ammunition in later levels.(For example, there's no Laser Chaingun in any of the early levels.) I'm willing to try this. How it'd work is I'd edit the campaign levels, save them, run them in Renegade, make saved games for each individual level, then switch the levels back with the originals. Theoretically, because it's mostly the same data, it should work...
