

---

Subject: Re: Custom Explosion Woes

Posted by [Jerad2142](#) on Tue, 13 Mar 2007 17:06:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Titan1x77 wrote on Mon, 12 March 2007 21:00I think some .ini files have trouble with .pkg's too, so that might not be an option, although it would be better then a full Stand alone mod.

Actually from my experience I have never had an .ini file that does not read in a package. The only thing that will not change through a package is any main menu changes or load screen changes (note these changes will take effect after you have played the package once, and will stay in effect until you restart Renegade).

---