
Subject: Re: Renegade Always.DAT

Posted by [Oblivion165](#) on Tue, 04 Dec 2007 00:09:41 GMT

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cnc95fan wrote on Mon, 03 December 2007 17:08 Worked for me...

For this to work you would need every file in the always.dat to be in your mod folder.

You cant pull a good copy of always.dat from the always.dat...LE reads all the renegade files from the both the always and m**.mix files.
