Most of it was taken from releases here on the forums. All I did was merge a few of them together into one package.

Now like I said I kind of just stopped work on this one day so there may be a few things that I started but never finished. As far as I know it should be 100% working without the need to modify anything so using the compiled DLLs should work.

Here is the change log that I posted as I worked on it.

Additions:
Added Renegade Resurrection.
Added the ability to rebuy buildings.
Added EMP Crate
Added TeamMoney Crate
Added DisarmC4 Crate
Added BlownFuse Crate
Added IonStorm Crate
Bug Fixes:
Quite a few RR fixes
-=====-

Version 1.1

Additions:
Veteran System Added
Bug Fixes:
None
-=====-
Version 1.0

Additions:
Purchasing Deadeye will give you the Logan model instead of Deadeye.
Crates, Coming Soon
Weapon Spawns have been modified to include all weapons as well as Sniper Pack (Ramjet, Sniper, Laser Rifle, +200 Health), Tiberium Pack (Tiberium Auto Rifle, Tiberium Flechette Gun, Chem Sprayer, Laser Rifle, +xx Armor), Anti Tank Pack (Rocket Launcher, Personal Ion Cannon, Railgun, +50 Armor)
Some Vehicles have upgraded armor.

There may be a few other things that I added and never got around to listing.

As for any INI files. I did not include any customization within what I was doing at the time since I

figured I would go ahead an recode it when I got around to releasing it to the public but that never happened.

Seeing the response here I will provide support if there is something within the code that you are having any issues with just post or PM and I will attempt to point you in the right direction.

I appologize for the size but like I said I just zipped my entire C++ folder so I didn't look into what to keep and what to get rid of.