

---

Subject: Re: LE Questions

Posted by [Omar007](#) on Sun, 26 Jul 2009 10:52:38 GMT

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

---

ErroR wrote on Sat, 25 July 2009 21:15cnc95fan wrote on Sat, 25 July 2009 19:09You're not doing it right then

You can indeed rewrite most if not all of the ini files (correct me if i'm wrong)

menu.ini didn't work

AFAIK menu.ini doesnt indeed

Things you can edit (called inside of game.exe):

Dazzle.ini

Campaign.ini

Character.ini

Buildings.ini

vehicles.ini

weapons.ini

w3danimsound.ini

armor.ini

surfaceeffects.ini

bones.ini

cameras.ini

Used by scripts (editable (partly?)):

Game.ini

Some ini's that are mentioned in game.exe but not used it seems (incomplete list, arent in always.dat or anywhere else):

subtitle.ini

skindictionary.ini

metals.ini

ini's not in game.exe but inside always.dat:

gang.ini

explosion.ini

speech.ini

menu.ini

Could be wrong but this is a 5 minute search of me through the files. Believe it's pretty accurate. Please correct me if it isnt

@LR01:

1. You cant per weapon. Will affect all weapons

2. What ErroR said

---