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Subject: Re: Mod crashes every time I use a weapon  
Posted by [Reaver11](#) on Sun, 02 May 2010 13:49:03 GMT  
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Are you sure you have placed the over the older files?  
(Also if you are using windows vista or up check the virtual store since you have to replace the ini's in there)

Also if you are making a mix map then you can just remove the ini's before you export your map.

Those files used to be on renhelp your always2.dat files should be uptodate. (otherwise those guns wouldnt work in your standard ren)

Or you could switch the warheads from the chem and flamethrowers.

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