Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by Jerad2142 on Fri, 30 Sep 2011 05:41:54 GMT

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rrutk wrote on Thu, 29 September 2011 18:53ok, like I thought.

but why sometimes is overiding a preset with a temped new one with the same name working - and sometimes not?
I think Renegade actually does the presets by the id and not the name, so you pretty much have to replace it with the temp (keep in mind that if you left objects.dds sitting in the game folder that they'll override ren's and then it'd work).