Subject: Re: More general Database handling
Posted by danpaul88 on Tue, 10 Apr 2012 09:07:44 GMT
View Forum Message <> Reply to Message

Re-exporting always.dat isn't that bad really, only takes a minute or two and using the MIX patcher I developed for BHP (and any other mod team that wants it) patches to always.dat (and other .dat / .mix files) can be shrunk down to the size of the modified / new files within the MIX archive only.

AR have been doing this for our patches for years, typically our minor patches come out at about 30mb, even though they update the always.dat file (currently 400mb+).