
Subject: Creating game installer from game demo, renegade fds maps and 1.037 patch game exe

Posted by [iRANian](#) on Fri, 14 Apr 2017 12:35:55 GMT

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I want to create an installer that:

- installs MP demo
- extracts the 1.037 game exe from the 1.037 patch
- extracts maps and data files from Renegade FDS

- adds demo always.dat into fds always.dat and adds missing sounds (.WAV) as silent sound file to prevent client from crashing:
- use C&C_Under.mix from demo as base (file size ~30mb)
- rename C&C_Under.mix to always.dat
- add demo always.dat files
- add silent sounds for missing WAV sound files(diff sound lists between demo and stock and add silent sounds for those missing
- add FDS always.dat data into the always.dat file

- add FDS maps.
- Install 4.0
- Has renlist as server browser

Issues:

- Missing the M00 single player maps
- Some missing textures
- Some missing non-essential sounds
- No serial
- Mixcheck.exe from 4.0 doesn't play well with this.

Here's what I have now, as a 7z file of the game folder...just need to turn it into an installer after I find something to deal with missing textures.

<https://drive.google.com/file/d/0B2TBwgidz-raWHBhQ1ZtN3hjZWM/view?usp=sharing>