

---

Subject: question for ack

Posted by [Oblivion165](#) on Wed, 26 May 2004 08:07:39 GMT

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

---

I would like permission to use your always.dat for our mod, i would like to extract all files and remove the custom files you made.

the reason being that your is the most stripped already.

---

---

Subject: question for ack

Posted by [Deactivated](#) on Wed, 26 May 2004 08:11:24 GMT

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

---

Um.. no.

---

---

Subject: question for ack

Posted by [Oblivion165](#) on Wed, 26 May 2004 08:13:34 GMT

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

---

why not it seems reasonable. i dont want to use any of their files.

---

---

Subject: question for ack

Posted by [PsycoArmy](#) on Wed, 26 May 2004 10:08:10 GMT

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

---

y dont u just list wot they have and leave it in yours...

---

---

Subject: question for ack

Posted by [Oblivion165](#) on Wed, 26 May 2004 10:20:16 GMT

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

---

there is alot of mess in the regular renegade Always.Dat, all i need is the bare minimum, just to run the game to menu. We do need to have a TC because we are going to have SP along with MP. If i knew what i needed to have, just to load the menu, then thats great.

The reason i ask is because i would have to go through each file and see what is Renegade or what is RenAlert, and since thier always.dat is less than half the size of renegade, i thought it would be easier.

---

---

Subject: question for ack

---

Posted by [Oblivion165](#) on Wed, 26 May 2004 12:29:57 GMT

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

---

NVM about this Seaman helped me out

---