
Subject: Renegade Always.DAT

Posted by [bat66wat6](#) on Mon, 03 Dec 2007 16:15:41 GMT

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Well my fabulous plan to simply make myself my own reticle has gone sideways. I followed a tutorial on Renhelp.net to make "Your own reticle"

Well i did not follow it exactly i admit but effectively it's the same thing. i used paint instead of photoshop and a program called dxtTools to transfer the bitmap reticle image into .dds format then as he said i put it into my Renegade/Data directory. But this just made my reticle dissappear leaving the middle dot in the middle!

So after many different attempts at it i decided to open up RenegadeEX and replace the original hd_reticle with my own one. But... basically the plan went sideways and as i tried desperately to first make my one work then try to revert back to the old one to fix my reticle the always.dat got damaged and went corrupt. Now when i go on Renegade there is no cursor! No background!

So i am asking for someone to copy and send me there Renegade/Data always.dat.

Thank you!

P.S:How do i really make my own reticle? What did i do wrong?

Subject: Re: Renegade Always.DAT

Posted by [Oblivion165](#) on Mon, 03 Dec 2007 16:31:01 GMT

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The always.dat is far too large, you will need to reinstall.

Also, never add anything to the always.dat. If it doesn't work in the data folder that means you didn't make it right.

Subject: Re: Renegade Always.DAT

Posted by [The Elite Officer](#) on Mon, 03 Dec 2007 16:38:39 GMT

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You can't make a recticle in Paint, you need to make it inside photoshop so you can apply the right settings and alpha blends to it.

EDIT: You could also just try copying the always.dat from the CD instead of reinstalling.

Subject: Re: Renegade Always.DAT
Posted by [Lone0001](#) on Mon, 03 Dec 2007 17:07:14 GMT
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u can also use a program called "Gimp" or "The Gimp"(forget the exact name) I think there is a tutorial for it on renhelp but be advised I'm not sure it works on vista but on the good side The Gimp is FREE

Subject: Re: Renegade Always.DAT
Posted by [IronWarrior](#) on Mon, 03 Dec 2007 17:15:58 GMT
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Remember Game-Maps.NET is your friend.

You can download a new copy of always.dat here.

Game-Maps.NET - Always.dat

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Mon, 03 Dec 2007 17:17:16 GMT
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Well thanks to my ingenuity i managed to fix it.

I had to go and find the Renegade Image file then go into that and search through a shit lot of files to find the installation part of it then sift through that till i fould the Data part of it then find always.dat and copy/paste that into my existing Renegade/Data directory. Now it works perfectly well.

Phew

But still even now that my Renegade is working i hate that stupid Reticle with it's dumb ass basic dot in the middle and circle round the outside.

I want to make my own one. So for that all i need is Photoshop. But to my surprise It is hard to find and download. Is there any chance you can give me a URL or file to download from?

Subject: Re: Renegade Always.DAT
Posted by [nikki6ixx](#) on Mon, 03 Dec 2007 17:48:24 GMT
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I've played this game for a year-and-a-half, and have yet to find any problem with the default reticle.

Subject: Re: Renegade Always.DAT
Posted by [AoBfrost](#) on Mon, 03 Dec 2007 17:52:20 GMT
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If you make it with paint, it wont work, use photoshop, one thing is the white background in paint counts as the rectile if you install the rectile, you need to use photoshop and kill off the white background

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Mon, 03 Dec 2007 18:22:05 GMT
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I killed of the white background when i made it. I reckon it;s the Alpha Channeling that he did in the tutorial (Whatever that is) that ruined it for me.

But you see that's just it. People put on a tutorial. No matter how good or interesting/usefull it is they never usually put the link for all the tools they are using down. e.g "Hello i'm going to use Photoshop for this tutorial". Not everyone has Photoshop and i don't. Even if i did i aint prepared to pay for the darn thing!

If your'e going to put a tutorial on and it requires a certain program then everyone who views and refers to it would be so much more appreciative if you just put a link to get it from or something.

But still. That's the way things are. So then...where can i get this Photoshop from?

Subject: Re: Renegade Always.DAT
Posted by [Caveman](#) on Mon, 03 Dec 2007 18:29:51 GMT
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Photoshop.

Subject: Re: Renegade Always.DAT
Posted by [cpjok](#) on Mon, 03 Dec 2007 19:23:55 GMT
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<http://www.game-maps.net/index.php?action=category&id=75>

there it is top one on game-maps.com

Subject: Re: Renegade Always.DAT

Posted by [cnc95fan](#) on Mon, 03 Dec 2007 22:01:31 GMT

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Remake always.dat yourself.. LE > File > Export mod pkg. > always.dat

Subject: Re: Renegade Always.DAT

Posted by [Oblivion165](#) on Mon, 03 Dec 2007 22:02:51 GMT

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cnc95fan wrote on Mon, 03 December 2007 17:01 Remake always.dat yourself.. LE > File > Export mod pkg. > always.dat

Thats so wrong its not even funny.

Subject: Re: Renegade Always.DAT

Posted by [cnc95fan](#) on Mon, 03 Dec 2007 22:08:36 GMT

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Worked for me...

Subject: Re: Renegade Always.DAT

Posted by [Dreganius](#) on Mon, 03 Dec 2007 23:44:16 GMT

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I've made my own reticle already... If all else fails just PM me what you want it to look like and i'll send it to you.

Subject: Re: Renegade Always.DAT

Posted by [Ethenal](#) on Mon, 03 Dec 2007 23:57:39 GMT

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Photoshop isn't free, and I think it's actually quite expensive. The GIMP is free however, and it also has a plugin for dds files, though I don't remember where to get it.

Subject: Re: Renegade Always.DAT

Posted by [Oblivion165](#) on Tue, 04 Dec 2007 00:09:41 GMT

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cnc95fan wrote on Mon, 03 December 2007 17:08 Worked for me...

For this to work you would need every file in the always.dat to be in your mod folder.

You cant pull a good copy of always.dat from the always.dat...LE reads all the renegade files from the both the always and m**.mix files.

Subject: Re: Renegade Always.DAT

Posted by [cnc95fan](#) on Tue, 04 Dec 2007 07:31:32 GMT

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Oh yea, sorry, I left that out, i have an extracted version of Always.dat

Subject: Re: Renegade Always.DAT

Posted by [Scrin](#) on Tue, 04 Dec 2007 08:55:27 GMT

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you need alpha channel in .dds to make it working....

also check this video... at time position 4:45

i want that reticle lol

or how to hell troop made them

<http://uk.youtube.com/watch?v=vfEJblfIVZE&feature=related>

(damned [+TRPM+] clan!1!)

Subject: Re: Renegade Always.DAT

Posted by [bat66wat6](#) on Tue, 04 Dec 2007 21:41:36 GMT

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If photoshop isn't free then f**k that!

I know that these big company's need to make profit and everything but it really really pisses me off when you HAVE to have a certain program to be able to do something but you have to pay for it.

Just making a reticle should be able to be done in Paint or another free default windows program.

But hell. What can i do?

Please. Try to pull the URL for the gimp....

But...even if i get the gimp the tutorial was made for doing the reticle in Photoshop.

Subject: Re: Renegade Always.DAT
Posted by [Ethenal](#) on Tue, 04 Dec 2007 22:46:35 GMT
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bat66wat6 wrote on Tue, 04 December 2007 15:41 If photoshop isn't free then f**k that!

I know that these big company's need to make profit and everything but it really really pisses me off when you HAVE to have a certain program to be able to do something but you have to pay for it.

Just making a reticle should be able to be done in Paint or another free default windows program.

But hell. What can i do?

Please. Try to pull the URL for the gimp....

But...even if i get the gimp the tutorial was made for doing the reticle in Photoshop.

I know there's a GIMP tutorial for something on RenHelp, and besides, the two programs shouldn't be much different if you can find the tools.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Wed, 05 Dec 2007 16:03:21 GMT
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I will try to google it and look around for it.

I hope i can just simply insert my bitmap Reticle i made in paint into GIMP alpha channel it then save as .dds because i relly don't wanna have to remake it...

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Wed, 05 Dec 2007 18:16:38 GMT
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GIMP is shite!

I can't believe it! yet again another program that cannot save it in .dds format. I mean it saves it in all other formats except .dds!

IrFanview, saves all my images in any format except .dds to!
And RenegadeEx opens anything almost but cannot however save anything in any format!

I really really am agrivated now...

I've had to resort to getting someone to make it for me. I have already PM'd someone who offered to make me one if i just told him what i wanted it to look like.

Shame really! I so so wanted to make my own

Subject: Re: Renegade Always.DAT
Posted by [Oblivion165](#) on Wed, 05 Dec 2007 20:50:31 GMT
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You might want to try a little thing we call plugins.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Thu, 06 Dec 2007 16:16:31 GMT
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And how is a "Plugin" going to help me make a reticle?
I mean the last plugin i tried was f**king s**t!

I went through every version of the LUA plugin for my FDS and even used a flaming ToolManager to install it 4 me but it still did not work!

Subject: Re: Renegade Always.DAT
Posted by [cnc95fan](#) on Thu, 06 Dec 2007 16:23:44 GMT
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Jesus almighty, a plugin adds features to programs, like GmaX > RenX

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Thu, 06 Dec 2007 20:30:05 GMT
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well yeah but how is a plugin going to help me in my current situation. I mean i want to simply be able to save things in .dds format without having to use some stupid nvdxt thing that i found!

IT's dumb when a program can save something in any format except the one you really really need!

Subject: Re: Renegade Always.DAT
Posted by [cnc95fan](#) on Thu, 06 Dec 2007 21:02:36 GMT
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I refuse to answer any more of your questions, this is my last comment, the plugin allows you to save in that format...

Subject: Re: Renegade Always.DAT

Posted by [Commando Burton](#) on Thu, 06 Dec 2007 22:54:42 GMT

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Wow you really want to make your own, man thats- my mind is- I can not think.

Subject: Re: Renegade Always.DAT

Posted by [Commando Burton](#) on Thu, 06 Dec 2007 22:56:07 GMT

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Well I know you can get a free one for 30 days, then just delete the program then install it again I am just saying IT MIGHT WORK.

Subject: Re: Renegade Always.DAT

Posted by [Ethenal](#) on Thu, 06 Dec 2007 23:44:45 GMT

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You probably shouldn't trying to make your own reticle if you can't even grasp the concept of "plugins".

Subject: Re: Renegade Always.DAT

Posted by [R315r4z0r](#) on Fri, 07 Dec 2007 00:32:28 GMT

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Just reinstall.. it doesn't take that long..

Subject: Re: Renegade Always.DAT

Posted by [bat66wat6](#) on Fri, 07 Dec 2007 16:01:58 GMT

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I know that this has gone Off-Topic now but it's related to why the always.dat got corrupt in the first place so...

Anyways, i know basically what a plugin is technically. Just a computer version "Add-On" kind of thing to an existing program. Almost like an upgrade, or patch.

But how and where the hell am i supposed to install/get this "Plugin" that allows me to save things in .dds format!?

Subject: Re: Renegade Always.DAT

Posted by [Ethenal](#) on Sat, 08 Dec 2007 00:50:57 GMT

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Google.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Sat, 08 Dec 2007 01:28:44 GMT
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Well, what do i put in? Google maybe the most frequent search engines but if i where to put in "plugins to save a file in .dds format" it would come up with loads of useless rubbish!

Subject: Re: Renegade Always.DAT
Posted by [Zion](#) on Sat, 08 Dec 2007 02:49:27 GMT
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How about... Ooh I don't know... "Photoshop .dds plugin"?

The .dds file extension is exclusive to the W3D engine. It is not a standard image file extention. Therefore it is rare to come across a graphics program that can save to this as standard.

Photoshop costs money because it is one of the most used bitmap graphics applications out there. Nearly every large games development company has a network copy, which costs a few thousand dollars. There are ways to get this free, although it is illegal. I am not disgrassing the means of getting it here as it would break the forum warez rule. If you want details, contact me.

Adobe don't really care if you get this illegally, as long as you don't use it commercially, in a school or workplace, etc.

Subject: Re: Renegade Always.DAT
Posted by [Ethenal](#) on Sat, 08 Dec 2007 05:29:39 GMT
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bat, do you ever think before you type?

Subject: Re: Renegade Always.DAT
Posted by [Zion](#) on Sat, 08 Dec 2007 14:02:32 GMT
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I'll answer that question for him...

No.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Sat, 08 Dec 2007 15:37:38 GMT
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I'm not gonna take any crap from you. Especially on a Topic like this.

YES i DO think before i type.
The point of my previous post is that it's hard to just find a usefull link using a search engine.

Incase you missed to point!

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Sun, 09 Dec 2007 02:44:52 GMT
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So then, any views on where i can get this legendary majical plugin that allows me to save stuff in .dds format?

Subject: Re: Renegade Always.DAT
Posted by [Ethenal](#) on Sun, 09 Dec 2007 02:46:53 GMT
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Zion Fox wrote on Fri, 07 December 2007 20:49How about... Ooh I don't know... "Photoshop .dds plugin"?

The .dds file extension is exclusive to the W3D engine. It is not a standard image file extention. Therefore it is rare to come across a graphics program that can save to this as standard.

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Adobe don't really care if you get this illegally, as long as you don't use it commercially, in a school or workplace, etc.

You obviously don't, because he JUST GAVE YOU THE SEARCH TERMS.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Sun, 09 Dec 2007 03:04:52 GMT
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Oh i read. And write. I'm quite good at both. Although my handwriting sucks.

Just that he's Ignored. Simple, if your'e on my ignore list then i do just that. Ignore you.

Subject: Re: Renegade Always.DAT
Posted by [Ethenal](#) on Sun, 09 Dec 2007 03:09:07 GMT
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Just try googling it, I don't actually know where to find it.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Sun, 09 Dec 2007 05:31:10 GMT
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I will try but it's so late right now, i'm tired. I will look for it on Google tommorow. I will be stunned if it comes up with something usefull.

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Mon, 10 Dec 2007 21:04:13 GMT
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Yeah i found a .dds plugin. It's called nvidia

I don't know how to install this into GIMP
I have GIMPv2.0

I found a folder called Plugins but it did nothing when i placed all the programs files in it.
Obviously i'm doing it wrong.

How do i install a Plugin?

Subject: Re: Renegade Always.DAT
Posted by [bat66wat6](#) on Tue, 11 Dec 2007 19:10:19 GMT
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Oh, that sucks. No one replied after 1 1/2 days
Please help me...

Subject: Re: Renegade Always.DAT
Posted by [cnc95fan](#) on Tue, 11 Dec 2007 19:23:23 GMT
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No one replied because no one cares any more, try not to triple post.

Subject: Re: Renegade Always.DAT

Posted by [wittebolx](#) on Wed, 12 Dec 2007 02:45:54 GMT

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http://www.cncden.com/renegade_skin_tut.shtml

follow the Tutorial, after that you can all kinda stuff.

and regarding the Lua plugin..... add wittebolx@wittebolx.com to your msn, so we can talk, also theres a vid about how to install the LuaPlugin... and guess what?? it works!!

Subject: Re: Renegade Always.DAT

Posted by [BlueThen](#) on Wed, 12 Dec 2007 03:32:14 GMT

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wittebolx wrote on Tue, 11 December 2007 20:45and guess what?? it works!!
HOLY SHIT!
