Subject: Re: what is the correct loadorder for renegade data files?
Posted by NeoSaber on Sun, 27 Nov 2005 05:25:45 GMT
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I would think the game.exe is correct, because it allows files in the always2.dat to take priority over files in the always.dat. In my understanding, that's the whole purpose of the always2.dat. It lets you update game assets without having to touch the bloated, troublesome always.dat. I'm not sure if it matters where the always.dbs falls in the order, since it probably shouldn't include files that would conflict with the other stuff.

In my opinion the proper load order for Level Edit would be:

-Individual files in the Data folder
-always2.dat
-always.dat
-always.dbs
-*.mix

And it would be great if it warned you on export if the files were coming from the Data folder or another .mix. It would make checking for missing textures a lot easier.