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Subject: Are the servers using a smaller always.dat?

Posted by [rrutk](#) on Wed, 05 Oct 2011 11:00:54 GMT

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1)

Are the servers using a smaller always.dat?

Meaning, that I have to included some objects into the mix, although they are in standard ren always.dat.

E.g. some not in Multiplayer used chars and vehicles?

2)

Is it true, that if you included a new w3d into a mix which has the same w3d name like a file ALREADY existing in the always.dat, the standard w3d from always will be loaded, not the new one?

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