Subject: Adding .Dat files to Renegade
Posted by Oblivion165 on Fri, 27 Feb 2004 05:19:27 GMT
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I made a completely new building. Everyone here hates it: (ChronoSphere)

I of course broke it up into tiles, and have it working in game. but i have an elevator, and when the door opens there are seperate animations that happen, as well as a Reactor, and the teleport pads are animations, so basically i just want to add that to a new Always_Additions.Dat

So i took the Presets from that mod and added them to the .dat file, so that the tiles would be there, along with the zones. I also added all of my W3d's i used in the building and my custom textures i used. so basically everything it would need.