

---

Subject: how to make my "own mod"?

Posted by [Madtone](#) on Wed, 03 Mar 2004 22:24:54 GMT

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

---

Hey there E!...

Your talking kinda like a TC (Total Conversion) mod.

You would want to make your own complete always.dat, you can't just add your own things to it and play normally.

If you want more information about how to make your own always.dat and more info on making a complete TC like RenAlert, just gimme a shout (PM or Emal) and i'll fill you in on what you need to do.

Hope this helps

---