Subject: cameras.ini in mod-pgk-file
Posted by rrutk on Sat, 07 Feb 2009 13:08:44 GMT
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why is it necessary, to copy a edited cameras.ini into the renegade/data folder???

why it is NOT enough, to have the edited ini in the mod pgk-file???

possible to fix this in TT?

my mods needs more camera-settings, but the included ini is not used by reneagde.

renegade should be forces to load cameras.ini, huds.ini & stuff everytime a pgk or mmix loads, not only at startup!!!

Subject: Re: cameras.ibi in mod-pgk-file
Posted by jonwil on Sat, 07 Feb 2009 13:30:37 GMT
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The game code will not read cameras.ini from a mod pkg file, its the way it works. It reads it ONCE on startup (either from e.g. always.dat/always2.dat or from the local directory)

Subject: Re: cameras.ibi in mod-pgk-file
Posted by rrutk on Sat, 07 Feb 2009 14:16:14 GMT
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jonwil wrote on Sat, 07 February 2009 07:30The game code will not read cameras.ini from a mod pkg file, its the way it works. It reads it ONCE on startup (either from e.g. always.dat/always2.dat or from the local directory)