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Subject: Help with always

Posted by [Dante](#) on Wed, 01 Sep 2004 18:56:52 GMT

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hmmm

run filemon and filter game.exe

you can get it from sysinternals, its how i made my first always.dat, just look for any missing files, and try to pull them from the original always.dat & always2.dat (make sure you have the most recent always2.dat files in your always.dat as well , that bugged me on 1 or 2 files.)

there are SOME files that won't exist, but you can create them easily in w3d viewer, they are emitter files for grass if memory serves me correctly.

here is the link for filemon

<http://www.sysinternals.com/ntw2k/source/filemon.shtml>

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