
Subject: Tutorial: Custom Game.exe and LevelEdit.exe
Posted by [Oblivion165](#) on Mon, 02 Jan 2006 21:11:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://renhelp.co.uk/?tut=65>

Thought some of you might be interested in how we got LE to read from our Always.dat, and Etc.
