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Subject: Invalid working folder

Posted by [Deactivated](#) on Sun, 08 Feb 2004 13:33:41 GMT

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Dante make sure you at least have a dummy always.dat in there, as well as keeping your presets in an always.dbs, the game needs those two items.

Just plop a readme.txt in an always.dat, that should work, as long as it has something as a basis for its start search.

Tried what you suggested and Renegade would quit as soon as it was started.

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