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Subject: Invalid working folder

Posted by [Deactivated](#) on Mon, 09 Feb 2004 14:15:38 GMT

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Danteanother suggestion, are you running game.exe or renegade.exe?

Game.exe.

I created empty Always.dat with the new LevelEditDev.exe.

Moving all the files files to main Data folder is not an option because then LevelEdit will lag when browsing files (it's trying list hundreds of files at once).

Hmm... so how this was done with RenAlert?

I don't feel like compiling a 200 meg file every time when I change something.

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