Subject: Re: always.dbs Posted by Tunaman on Sun, 04 Dec 2005 11:07:56 GMT View Forum Message <> Reply to Message

Ok, one thing you shouldn't do is to export your file to the data folder. LevelEdit makes the corrupted always.dbs files in the same directory that you export your maps too, so you should always export to somewhere else and then move it to your data folder.

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