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Subject: Invalid working folder

Posted by [Deactivated](#) on Sat, 07 Feb 2004 10:28:07 GMT

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When I try to run Renegade, I get following error:

Invalid working folder

Set working folder and try again...

OK

Instead of having Always.dat, I have made all the files loose in directories in Data folder.

The folder structure is same as in objects.dbb.

For example, sounds are stored in Always/sound.

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