
Subject: Help with always

Posted by [Oblivion165](#) on Wed, 01 Sep 2004 18:51:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK i got my always.dat all set and it was running great and everything was fine.

I added bots and they run around and shoot for hours with no problems. But if i get involved and my health gets to around 40-70 the game crashes to windows. I can Die, and i usually do, but every once and awhile it does crash.

This only happends when it get to one of those numbers. I should have all character animations, all of the S_A, S_B and S_C And the bots kill each other for hours and it doesnt crash so i think i have all of the files.

Anyone?

edit: Oh and i have the Gesture files as well.

Subject: Help with always

Posted by [Dante](#) on Wed, 01 Sep 2004 18:56:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmmm

run filemon and filter game.exe

you can get it from sysinternals, its how i made my first always.dat, just look for any missing files, and try to pull them from the original always.dat & always2.dat (make sure you have the most recent always2.dat files in your always.dat as well , that bugged me on 1 or 2 files.)

there are SOME files that won't exist, but you can create them easily in w3d viewer, they are emitter files for grass if memory serves me correctly.

here is the link for filemon

<http://www.sysinternals.com/ntw2k/source/filemon.shtml>

Subject: Help with always

Posted by [Oblivion165](#) on Wed, 01 Sep 2004 20:20:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Man this is a great program. Thanks.

It seems that its not finding som of the animations. I verified that they are there, but it isnt picking them up.

I'll keep trying different things, thanks for your help.

Subject: Help with always

Posted by [Deactivated](#) on Thu, 02 Sep 2004 09:44:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Have you noticed that an entire set for Launcher type weapon carrier character anims are missing? The animation set is called H_A_E.

Can anybody check their Beta CD and see if they still exist (Crimson, anyone)?

It was supposed to make the player carry the weapon like this:
