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Subject: Re: how to locate renegade folder programmatically

Posted by [Jerad2142](#) on Sat, 11 Nov 2006 23:10:51 GMT

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I have noticed your debug script places debug files in the Renegade directory, I use this script to set stuff up for my levels, I just put "data/name" in the file name spot, and it saves the file to the Renegade directory.

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