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 directiories in Data folder.
The folder structure is same as in objects.dbb.
For example, sounds are stored in Always/sound.

Subject: Invalid working folder
Posted by General Havoc on Sat, 07 Feb 2004 10:57:11 GMT
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Genrally that means your exe is outside the folder it is meant to be in. Go to your renegade
directory and physically launch the exe file (game.exe) and see if that works.

Subject: Invalid working folder
Posted by Deactivated on Sat, 07 Feb 2004 12:30:36 GMT
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That launchs regular Renegade.
This is how my mod folder looks like:

Subject: Invalid working folder
Posted by Dante on Sun, 08 Feb 2004 01:42:51 GMT
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make sure you at least have a dummy always.dat in there, as well as keeping your presets in an
always.dbs, the game needs those two items.

Just plop a readme.txt in an always.dat, that should work, as long as it has something as a basis
for its start search.

Subject: Invalid working folder
Posted by Deactivated on Sun, 08 Feb 2004 13:33:41 GMT
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Dantemake sure you at least have a dummy always.dat in there, as well as keeping your presets in an always.dbs, the game needs those two items.

Just plop a readme.txt in an always.dat, that should work, as long as it has something as a basis for its start search.

Tried what you suggested and Renegade would quit as soon as it was started.

Subject: Invalid working folder
Posted by General Havoc on Sun, 08 Feb 2004 16:59:31 GMT
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It needs to be a valid dat (aka mix) format for the game to read it. You can't say rename a text file to always.dat.

Subject: Invalid working folder
Posted by Dante on Sun, 08 Feb 2004 21:30:09 GMT
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another suggestion, are you running game.exe or renegade.exe?

renegade.exe has a lot of checks in it, you might wanna try to run just game.exe.

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.

Subject: Invalid working folder
Posted by General Havoc on Mon, 09 Feb 2004 14:42:33 GMT
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You can just add to the mix archive using a program such as XCC mix editor.

Subject: Invalid working folder
Posted by Deactivated on Mon, 09 Feb 2004 15:09:36 GMT
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Last time I tried it the result was a corrupt mix. Load screen was missing and Renegade locked up when finalizing map load (90% complete).