Subject: always updating

Posted by TrevBuck=[UN]= on Wed, 25 Apr 2007 01:18:02 GMT

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every time I join RG it updates my game2.exe which wipes out my no/cd game2. I have re-installed RG and I have tried changing my reg to take out the vids but my problem is that it still wants to update when I want to play. Any ideas would be greatly appreciated.

I don't know if it is important or not but I use the UNlauncher to get into the game.

Subject: Re: always updating

Posted by TrevBuck=[UN]= on Wed, 25 Apr 2007 01:55:19 GMT

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Now I have re-installed rg, it runs once, updates, then it launches again but doesn't really start up, it stays on the tray. any ideas.

Subject: Re: always updating

Posted by Blazer on Wed, 25 Apr 2007 03:09:23 GMT

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check the "options" button. It may be set to run renegade at start, if so, it auto minimizes to tray.

Subject: Re: always updating

Posted by Goztow on Wed, 25 Apr 2007 06:46:57 GMT

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http://www.renegadecommunity.com/page.php?link=rgfag#17

Subject: Re: always updating

Posted by floridasg on Fri, 27 Apr 2007 12:43:29 GMT

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[08:23] Warning: No WOL name found. Connecting to WOL will probably fail.

[08:23] Trying to connect to server #1...Connected!

[08:23] Secure link established.

[08:23] Welcome to RenGuard, !

[08:23] To launch Renegade, please click 'Renegade'.

[08:23] Starting Core Patch Pre-Install Check...

[08:23] Scanning always.dbs

[08:23] Scanning Always2.dat..

- [08:23] Scanning mssfast.m3d..
- [08:23] Scanning mp3dec.asi..
- [08:23] Scanning scripts.dll..
- [08:23] Scanning scripts2.dll..
- [08:23] Scanning C&C_Canyon.mix..
- [08:23] Scanning C&C_City.mix..
- [08:23] Scanning C&C_City_Flying.mix..
- [08:23] Scanning C&C_Complex.mix..
- [08:23] Scanning C&C Field.mix..
- [08:23] Scanning C&C_Glacier_Flying.mix..
- [08:23] Scanning C&C_Hourglass.mix..
- [08:23] Scanning C&C Islands.mix..
- [08:23] Scanning C&C_Mesa.mix..
- [08:23] Scanning C&C_Under.mix..
- [08:23] Scanning C&C_Volcano.mix..
- [08:23] Scanning C&C_Walls.mix..
- [08:23] Scanning C&C Walls Flying.mix..
- [08:23] Core Patch Pre-Check done
- [08:23] There are errors. Disconnecting!
- [08:23] You have been disconnected from RenGuard, .

Subject: Re: always updating

Posted by Goztow on Fri, 27 Apr 2007 13:03:58 GMT

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floridasg wrote on Fri, 27 April 2007 14:43[08:23] Warning: No WOL name found. Connecting to WOL will probably fail.

- [08:23] Trying to connect to server #1...Connected!
- [08:23] Secure link established.
- [08:23] Welcome to RenGuard, !
- [08:23] To launch Renegade, please click 'Renegade'.
- [08:23] Starting Core Patch Pre-Install Check..
- [08:23] Scanning always.dbs
- [08:23] Scanning Always2.dat..
- [08:23] Scanning mssfast.m3d..
- [08:23] Scanning mp3dec.asi..
- [08:23] Scanning scripts.dll..
- [08:23] Scanning scripts2.dll..
- [08:23] Scanning C&C_Canyon.mix..
- [08:23] Scanning C&C City.mix...
- [08:23] Scanning C&C City Flying.mix..
- [08:23] Scanning C&C_Complex.mix..
- [08:23] Scanning C&C Field.mix..
- [08:23] Scanning C&C_Glacier_Flying.mix..
- [08:23] Scanning C&C_Hourglass.mix..
- [08:23] Scanning C&C_Islands.mix..
- [08:23] Scanning C&C_Mesa.mix..

- [08:23] Scanning C&C_Under.mix..
- [08:23] Scanning C&C_Volcano.mix..
- [08:23] Scanning C&C_Walls.mix..
- [08:23] Scanning C&C_Walls_Flying.mix..
- [08:23] Core Patch Pre-Check done
- [08:23] There are errors. Disconnecting!
- [08:23] You have been disconnected from RenGuard, .

Check the top window where it says which files to download.

http://www.renegadecommunity.com/page.php?link=rgfaq#13