Subject: Xwis patch download crash

Posted by Goztow on Wed, 23 Sep 2009 07:05:41 GMT

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With 1.037, when you download the latest patch through the auto downloader, it gets stuck at 99 %. You then need to press cancel and it still does install (I think).

This is very confusing. Is this a specific 1.037 related problem or a problem with the ren patch system? If so, it would probably be neat to first send in a quick patch to fix the ren auto patcher, before sending in the patch itself?

Subject: Re: Xwis patch download crash

Posted by Nightma12 on Wed, 23 Sep 2009 09:20:30 GMT

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Theres a patch after 1.037?!

Subject: Re: Xwis patch download crash

Posted by Goztow on Wed, 23 Sep 2009 10:04:50 GMT

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Nightma12 wrote on Wed, 23 September 2009 11:20Theres a patch after 1.037?!

Subject: Re: Xwis patch download crash

Posted by StealthEye on Wed, 23 Sep 2009 11:09:05 GMT

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There's several problems with the patcher indeed, and that's why we're probably pushing a smaller patch to fetch the bigger thing indeed.

Subject: Re: Xwis patch download crash

Posted by Sladewill on Wed, 23 Sep 2009 16:47:39 GMT

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if u downloaded the patcher from game-maps.net it would work fully, it didnt work from renegade tho...

Subject: Re: Xwis patch download crash

Posted by StealthEye on Wed, 23 Sep 2009 16:54:52 GMT

Make sure you start Renegade.exe, not Game.exe after patching. Starting Game.exe directly will bypass the update installer. That could explain why it did not work for you.

Subject: Re: Xwis patch download crash Posted by Nightma12 on Thu, 24 Sep 2009 08:01:45 GMT View Forum Message <> Reply to Message

Goztow wrote on Wed, 23 September 2009 05:04Nightma12 wrote on Wed, 23 September 2009 11:20Theres a patch after 1.037?!

TT

How do you know this? =/

Subject: Re: Xwis patch download crash Posted by EvilWhiteDragon on Thu, 24 Sep 2009 08:33:06 GMT View Forum Message <> Reply to Message

Nightma12 wrote on Thu, 24 September 2009 10:01Goztow wrote on Wed, 23 September 2009 05:04Nightma12 wrote on Wed, 23 September 2009 11:20Theres a patch after 1.037?! TT

How do you know this? =/

Because we've always stated that we intend to get it pushed through the patcher.