Subject: always.dbs
Posted by R315r4z0r on Sun, 04 Dec 2005 01:39:18 GMT
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Just this morning i went to play renegade through renguard and it all worked fine. No problems, just worked normaly.

When i was done, i started to do some mapping for ren. I did not alter anything in the DATA folder (except export my map to it). And now when i try to run renegade, RG tells me i have a bad/currupt file called always.dbs

This never happend to me before so i though... ok, w/e, so i deleted the file and tried to play. It worked but there wasnt any servers. When i tried to join though a buddy, it said "Your password is Invalid"

My question is: is the file "always.dbs" a good or a bad thing?
and what should i do about solving this problem?

EDIT: Ok, i just tried to play regular renegade and it still says "Your password is Invalid" with and without always.dbs

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Subject: Re: always.dbs
Posted by Caveman on Sun, 04 Dec 2005 06:16:16 GMT
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Its just an error that renguard gets sometime, ive had it once saying my City_flying was dodgy and kicked me for cheating, goto www.mp-gaming.com look for the renegade files and its in there..

Renegade needs that file to work, so dont worry about it

Subject: Re: always.dbs
Posted by Tunaman on Sun, 04 Dec 2005 11:07:56 GMT
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Ok, one thing you shouldn't do is to export your file to the data folder. LevelEdit makes the corrupted always.dbs files in the same directory that you export your maps too, so you should always export to somewhere else and then move it to your data folder.

Subject: Re: always.dbs
Posted by R315r4z0r on Wed, 07 Dec 2005 14:01:25 GMT
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ya, i got that far. I tried to play the map after i took out always.bds and it wouldnt play... so i put it

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back in and it would. So what should i do to get renegade working again... that is if it is still broken. (I havent played it since the last post)

Subject: Re: always.dbs
Posted by danpaul88 on Wed, 07 Dec 2005 17:30:29 GMT
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you have to download an original always.dbs from somewhere, and stop using the version of LE which outputs always.dbs into the data folder (I suggest getting jonwils 1.0.0.4 version, which supports export to mix without the always.dbs problem)

alternativly just reinstall renegade...

Subject: Re: always.dbs
Posted by R315r4z0r on Fri, 09 Dec 2005 02:29:44 GMT
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Im using Lvl edit2... i just like exporting it the old way... old habits die hard i guess...

and ok, ill try and find a file.

Subject: Re: always.dbs
Posted by danpaul88 on Fri, 09 Dec 2005 11:01:22 GMT
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I know theres a download somewhere on the net but finding them is harder than it should be.

So I uploaded always.dbs for you, let me know when you have downloaded it
http://www.lmsbc.com/downloads/renegade/tools/always.zip (~6mb)

Subject: Re: always.dbs
Posted by omega79 on Sun, 11 Dec 2005 18:28:28 GMT
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i made a backup of all my always.* files ... it happens to often
and specialy if it is the huge one its pretty annoying !

Subject: Re: always.dbs
Posted by danpaul88 on Mon, 12 Dec 2005 01:00:53 GMT
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well i have several comps with ren installed, so if one goes wrong it just arrives over the wireless network from another computer and ren is all happy again