Subject: Renegade Server Error Posted by Avapod Warnaught on Mon, 03 Dec 2007 01:58:53 GMT View Forum Message <> Reply to Message

My problem is that the servers for playing renegade online do not appear when I log in I use a First Decade for each of my computers, and on this particular one it not only cannot download renguard properly it won't even respond to any of the names I have previously made for other xwis supported command and conquer games (most likely already used on renegae) or the name I use on the other computer

How can I get the servers to appear? (according to xwis I have already made 9 account names which none will connect to the servers, and some of them say that they cannot locate the servers)

Subject: Re: Renegade Server Error Posted by Goztow on Mon, 03 Dec 2007 07:54:31 GMT View Forum Message <> Reply to Message

Hey there. Do you get any error message when the server logs in?

For your first decade game: could it be a firewall problem?

It would be useful to have more specific error messages.

Subject: Re: Renegade Server Error Posted by Avapod Warnaught on Tue, 04 Dec 2007 02:02:22 GMT View Forum Message <> Reply to Message

For online gaming I have no clue but it will not show anything on the screen When I first went on Renegade online I used my original name and was able to access the servers

But now, after a short time it has stopped showing the servers on the first decade game when I enter on my login

I now use the login for my other TFD game (a different computer) and it works perfectly, the fact is that the game no longer can find the servers with xwis as it used to on the computer I used it with first

There are no error messages except fo rwhen installing renguard, and it states that gamedat.always2 either is bad or corrupted, and I looked for it but it has one of those zip wizards which I have no luck with

Why did the servers dissapear and why does one first decade have the ability to play it? (my old internet connection was very slow but now I expected it to work with a megabyte connection but they still won't come up)