
Subject: Re: Renegaurd has errors.

Posted by [Tejascom](#) on Thu, 23 Mar 2006 07:55:38 GMT

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doesnt make sense, i reboot wont work
i tried again to read actual verbage and it works just fine

well it isnt actually working
whats up?

any log files i can have 2k run that will show us what might be causing this?

this is what i am getting now

the one thing i have installed is the map packs from unrules weg site months ago

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[01:55] Trying to connect to server #1...Connected  
[01:55] Secure link established.  
[01:55] Welcome to RenGuard , tejascom!  
[01:55] To launch Renegade, please click 'Renegade'.  
[01:55] Starting Core Patch Pre-Install Check..  
[01:55] WARNING: Model Textures (Skins) have been detected on your client! You will not be  
able to join a pure server.  
[01:55] Scanning Always2.dat  
[01:55] Scanning C&C_Canyon.mix..  
[01:55] Scanning C&C_City.mix..  
[01:55] Scanning C&C_City_Flying.mix..  
[01:55] Scanning C&C_Complex.mix..  
[01:55] Scanning C&C_Field.mix..  
[01:55] Scanning C&C_FieldTS.mix..  
[01:55] Scanning C&C_Hourglass.mix..  
[01:55] Scanning C&C_Islands.mix..  
[01:55] Scanning C&C_Mesa.mix..  
[01:55] Scanning C&C_Snow.mix..  
[01:55] Scanning C&C_Under.mix..  
[01:55] Scanning C&C_Volcano.mix..  
[01:55] Scanning C&C_Walls.mix..  
[01:55] Scanning C&C_Walls_Flying.mix..  
[01:55] Core Patch Pre-Check done  
[01:55] There are errors. Disconnecting!  
[01:55] Disconnected from RenGuard network  
-----
```

this after reinstalling renguard and then rebooting
