
Subject: Re: problem, relating to serials.

Posted by [R315r4z0r](#) on Thu, 31 Aug 2006 20:38:54 GMT

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OOOH! I just figured out what was wrong (Copy and pasting from another foun)(Tell me if this has already been discovered...without flaming please)

For those of you with The First Decade, and use Renguard or like to edit/map maps, I have made an important discovery:

When Installing renguard with TFD, it is advised you rename your renegade folder by removing the (tm) from it's name.

But if you keep the renegade folder without the (tm) in it's name you will not be able to start up renegade from the TFD launcher.

So what? Well, that folder still without the (tm), if you were to open it, and launch "game.exe" renegade will start up.

BUT I have made a shocking discovery!

This is what happens when the (tm) is NOT in the Renegade directory file's name when you boot up 'game.exe':

http://i27.photobucket.com/albums/c175/r315razor/Stuff/Game2_006-08-3018-34-47-54.jpg

So you may be thinking "Well what does this have anything to do with mappers/editors?" Well, I have also discovered that when you remove the (tm) from that name, level edit reads it and is able to extract the objects.ddb from it. (Allowing you to run the program and edit maps)

So, beforwarned, if this happens to you, that is the reason. Just check to see if you removed it, and If you did just click rename and change it from C:\Program Files\EA Games\Command & Conquer Renegade

to

C:\Program Files\EA Games\Command & Conquer Renegade(tm)
