Subject: Error 17, wrong always.dbs? Posted by Naamloos on Tue, 30 Nov 2004 16:03:48 GMT View Forum Message <> Reply to Message

I got an error 17 while installing CP1, it sead something about having the wrong always.dbs.

What's up with that?

Edit: I made a screen of the error but it didn't work.

I did however made some in game screens... I do not like what CP1 did if this is something it was ment to do...

http://www.n00bstories.com/image.view.php?id=1234487538

http://www.n00bstories.com/image.view.php?id=1288185211

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Subject: Error 17, wrong always.dbs? Posted by mac on Tue, 30 Nov 2004 16:37:47 GMT View Forum Message <> Reply to Message

First remove your strings.tdb

And, we've changed the chat font due to loadscreen limitation. There is a guide somewhere here how to remove it back, but you'll corrupt your loadscreen with it..

Subject: Error 17, wrong always.dbs? Posted by Naamloos on Tue, 30 Nov 2004 16:45:48 GMT View Forum Message <> Reply to Message

http://www.n00bstories.com/image.view.php?id=1059335365

Ill see how to change the font, this is to ugly for me

Edit: So now, why won't the maps load faster?

Subject: Error 17, wrong always.dbs? Posted by PackHunter on Tue, 30 Nov 2004 19:59:11 GMT View Forum Message <> Reply to Message same here:

If you experience problems with renegade (e.g. renegade wont start, always.dbs missing, wrong language), make a note of what this program says and report it to Blackhand Studios. Language ID = 0 English Detected Removing old always.dbs Removing new german always.dbs Removing new french always.dbs Renaming new english always.dbs Now renaming scriptsx.dll to scripts.dll error 17

Then when i deleted scripts.dll edited the registry and it downloaded cp1 again it worked.

Subject: Error 17, wrong always.dbs? Posted by Drkpwn3r on Wed, 01 Dec 2004 05:44:09 GMT View Forum Message <> Reply to Message

NaamloosSo now, why won't the maps load faster? They load faster for me - I deleted the .thu files before the update though. After the first load they were loading 2-3 times faster than usual. That might be the problem? :rolleyes: If you deleted the thu files already then I wouldn't know aside from guessing it being your comp

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