Subject: Anyone there? Posted by WolfwooD on Tue, 26 Apr 2005 22:52:18 GMT View Forum Message <> Reply to Message

is there anyone that can help with the problem im having? i posted in the support forum several days ago and have only seen users with more problems post on there. i just want to know IS ANYONE OUT THERE?!?!?

Subject: Anyone there? Posted by Walrus on Tue, 26 Apr 2005 23:08:54 GMT View Forum Message <> Reply to Message

Hmmm. have you tried the debug installer from the ftp site yet.

ftp://ftp.westwood.com/pub/renegade/

I only ever got this sort of error with 98 - usually fixed with a new instal of the os. Is yours the upgrade version of xp - and when was the last time you did a fresh install?

Subject: Anyone there? Posted by WolfwooD on Fri, 29 Apr 2005 21:28:34 GMT View Forum Message <> Reply to Message

whats the debug installer called?-and a fresh install of what? anygame or renegade, because i insdtalled renegade a long time ago like a year ago

Subject: Anyone there? Posted by Walrus on Fri, 29 Apr 2005 22:08:32 GMT View Forum Message <> Reply to Message

here is the debug installer.

ftp://ftp.ea.com/pub/westwood/RenegadeDebugInstaller.zip

Also what I meant was... When was the last time you reformatted? The last time you reinstalled windows.

The reason being that games are usually the first things to stop working when things go wrong. You might have taken away component that thegame needed without even knowing.

I think for DCOM you have to reinstall your internet explorer, but i'm not sure.

You might want to check your ren CDsto see if any files were bundled on the disk.

Subject: Re: Anyone there? Posted by Majiin Vegeta on Fri, 29 Apr 2005 22:11:12 GMT View Forum Message <> Reply to Message

WolfwooDis there anyone that can help with the problem im having? i posted in the support forum several days ago and have only seen users with more problems post on there. i just want to know IS ANYONE OUT THERE?!?!?

this place used to be good for support i even posted my problem but nobody could answer i found out anyways