
Subject: Core Patch 1 ERROR

Posted by [barb](#) on Thu, 21 Jul 2005 23:28:33 GMT

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It says this when I go to install the CP1...

If you experience problems with renegade (e.g. renegade won't 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

Help? lol... Thanks

File Attachments

1) [error.JPG](#), downloaded 329 times

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C:\Westwood\Renegade\language.exe

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

Subject: Re: Core Patch 1 ERROR
Posted by [cmatt42](#) on Fri, 22 Jul 2005 01:00:21 GMT
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Subject: Re: Core Patch 1 ERROR
Posted by [danpaul88](#) on Fri, 22 Jul 2005 07:54:10 GMT
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install 1.037 before renguard

<ftp://ftp.westwood.com/pub/renegade/updates>

How many times must we tell people this before it finally filters through to everyone...perhaps BHS should have RG 1.04 install either point to the 1.037 update or install it automatically itself if it detects it is missing....

Subject: Re: Core Patch 1 ERROR
Posted by [Ma1kel](#) on Fri, 22 Jul 2005 17:49:40 GMT
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danpaul88 wrote on Fri, 22 July 2005 02:54install 1.037 before renguard

<ftp://ftp.westwood.com/pub/renegade/updates>

How many times must we tell people this before it finally filters through to everyone...perhaps BHS should have RG 1.04 install either point to the 1.037 update or install it automatically itself if it detects it is missing....

No, if I'm right you get that error when you already have Jonwil's Script.dll installed and already renamed the original scripts.dll to scripts2.dll

Try this, delete scripts.dll and rename scripts2.dll back to scripts.dll. Now reinstall CP1. Because if you dont have the 1.037 patch installed then it will give an error that it can't find a file.(forgot the name)

Subject: Re: Core Patch 1 ERROR
Posted by [danpaul88](#) on Fri, 22 Jul 2005 19:55:31 GMT
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nope, i had my scripts like that and RG install worked, most ppl already have a version of jonwils scripts installed before RG

Subject: Re: Core Patch 1 ERROR

Posted by [Parad0x](#) on Fri, 22 Jul 2005 21:27:03 GMT

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Its just a random error, ive had it and CP1 was isntalled fine. Just get on with playing
