## Subject: There are Errors - Disconnecting Posted by Goltergaul on Sat, 25 Feb 2006 16:16:52 GMT

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hi i'v gote a problem with renguard. it says:

- [17:09] Trying to connect to server #1...Connected
- [17:09] Secure link established.
- [17:09] Welcome to RenGuard, tibgaul!
- [17:09] To launch Renegade, please click 'Renegade'.
- [17:09] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.
- [17:09] Starting Core Patch Pre-Install Check..
- [17:09] Scanning Always2.dat
- [17:09] Scanning C&C\_Canyon.mix..
- [17:09] Scanning C&C\_City.mix..
- [17:09] Scanning C&C\_City\_Flying.mix..
- [17:09] Scanning C&C\_Complex.mix..
- [17:09] Scanning C&C\_Field.mix..
- [17:09] Scanning C&C\_FieldTS.mix..
- [17:09] Scanning C&C\_Hourglass.mix..
- [17:09] Scanning C&C Islands.mix..
- [17:09] Scanning C&C\_Mesa.mix..
- [17:09] Scanning C&C\_Snow.mix..
- [17:09] Scanning C&C\_Under.mix..
- [17:09] Scanning C&C Volcano.mix...
- [17:09] Scanning C&C\_Walls.mix..
- [17:09] Scanning C&C\_Walls\_Flying.mix..
- [17:09] Core Patch Pre-Check done
- [17:09] There are errors. Disconnecting!
- [17:09] Disconnected from RenGuard network

what does that mean?

Subject: Re: There are Errors - Disconnecting Posted by Aprime on Sat, 25 Feb 2006 20:31:39 GMT

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Missing maps (CP1).

They're usually shown on the web page (download links included).