Subject: Reborn And Renguard
Posted by trooprm02 on Sun, 21 May 2006 19:55:56 GMT
View Forum Message <> Reply to Message

Hey guys,
I recently dug up this:

http://www.cnc-source.com/files//pafiledb.php?action=file&am p;id=332

^the old version of Reborn.

Now, I instailled it, got it working and even tho its from 2003, it amazed me

It still has even a server with bot etc, that they say they get 8-10 people everyday playing! So its still active.

Anyway, i was trying to update it, so i replaced the old scripts with the newer ones, and I even remobed the no-cd check from the old .exe (you need to have the game cd to play the mod)! Throw clear scopne in there, and its 100% updated!

Except 1 thing...it has the capability for renguard, only thing is when i tryed running it from the Reborn dir, it said bad/corrupt always.dbs, always.dat, and always2.dat. So, to get renguard running on Reborn, I would just need you guys to review, and then possibly allow those modded files for reborn like stated in the renegade readme for modded files.

thanks,
trooprm02

Subject: Re: Reborn And Renguard
Posted by Goztow on Mon, 22 May 2006 08:12:50 GMT
View Forum Message <> Reply to Message

clear scope is for n00bies

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Mon, 22 May 2006 17:11:27 GMT
View Forum Message <> Reply to Message

Goztow wrote on Mon, 22 May 2006 03:12clear scope is for n00bies

Wow, this thread not for you

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Tue, 23 May 2006 22:49:01 GMT
View Forum Message <> Reply to Message

bump
need help

Subject: Re: Reborn And Renguard
Posted by Renx on Wed, 24 May 2006 00:02:12 GMT
View Forum Message <> Reply to Message

This isn't going to happen.

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Wed, 24 May 2006 20:24:22 GMT
View Forum Message <> Reply to Message

Renx wrote on Tue, 23 May 2006 19:02This isn't going to happen.

For what reason?
Its logical, your client bans the use of modified files, and so its your responsibility to monitor what is banned and not. Stated so in your readme, and you would have lyed to all of us if you don;t live up to it!

Subject: Re: Reborn And Renguard
Posted by warranto on Wed, 24 May 2006 21:15:33 GMT
View Forum Message <> Reply to Message

What does that have to do with accepting Reborn under the Renguard "wing"?

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Thu, 25 May 2006 01:44:09 GMT
View Forum Message <> Reply to Message

warranto wrote on Wed, 24 May 2006 16:15What does that have to do with accepting Reborn under the Renguard "wing"?

Because renguard bans the use of the modified always.dat etc files.

And in the readme its says, although it does ban our modified files, it says we can send in files to be checked for cheats etc. and then be allowed if containing none..

Subject: Re: Reborn And Renguard
Posted by warranto on Thu, 25 May 2006 12:38:24 GMT
View Forum Message <> Reply to Message

Does it say they will accept all safe files, regardless of what it is?

I can't find the readme, so perhaps a direct quote could help?

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Fri, 26 May 2006 23:00:21 GMT
View Forum Message <> Reply to Message

warranto wrote on Thu, 25 May 2006 07:38Does it say they will accept all safe files, regardless of
what it is?

I can't find the readme, so perhaps a direct quote could help?

After installing renguard, it makes a file called RG_Readme.txt
in your renegade folder...

Subject: Re: Reborn And Renguard
Posted by warranto on Sat, 27 May 2006 06:11:18 GMT
View Forum Message <> Reply to Message

Ah, that's why I don't have it. I had to use the manual install. No readme for me.

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Thu, 01 Jun 2006 19:32:57 GMT
View Forum Message <> Reply to Message

So how about keeping the promise?

Subject: Re: Reborn And Renguard
Posted by lookitzhiep on Mon, 05 Jun 2006 15:17:53 GMT
View Forum Message <> Reply to Message

Quote:Q. What about modified textures ("skins")?
A. RenGuard normally does not block the usage of modified model textures,
   You will receive a notification if any modified textures are found, but you
   will still be able to play on servers that do not have PureMode turned on.
   If you have a modification in the form of a .w3d file such as a different
   weapon, you must contact the RenGuard team to have it analyzed and added

to the database before it will be allowed.

i think that's what he means?

File Attachments
1) Readme_RG.txt, downloaded 206 times

Subject: Re: Reborn And Renguard
Posted by warranto on Tue, 06 Jun 2006 22:08:09 GMT
View Forum Message <> Reply to Message

Ah, I see.

There is no promise there. It just say that you must contact the RenGuard team before it will be allowed.

Nothing there states that they will, absolutely, on all accounts of it being safe, allow it. It just means they have the final say in the matter.

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Tue, 06 Jun 2006 23:58:43 GMT
View Forum Message <> Reply to Message

warranto wrote on Tue, 06 June 2006 17:08Ah, I see.

There is no promise there. It just say that you must contact the RenGuard team before it will be allowed.

Nothing there states that they will, absolutely, on all accounts of it being safe, allow it. It just means they have the final say in the matter.

So this was the place I started to contact them and hand over the files...so how about it?

Subject: Re: Reborn And Renguard
Posted by cmatt42 on Wed, 07 Jun 2006 05:20:36 GMT
View Forum Message <> Reply to Message

So do so instead of making a thread.

Subject: Re: Reborn And Renguard

Posted by trooprm02 on Wed, 07 Jun 2006 19:58:25 GMT
View Forum Message <> Reply to Message

Gets files hosted for someone from renguard to review

Will have links soon.

Subject: Re: Reborn And Renguard
Posted by danpaul88 on Wed, 07 Jun 2006 20:23:37 GMT
View Forum Message <> Reply to Message

If the RG team are willing to look @ them I can host them for you.. I play the old version of reborn now and then, it's fun but a lot of little bugs and such (and some not so little ones)

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Sat, 10 Jun 2006 01:49:21 GMT
View Forum Message <> Reply to Message

Sure that would be great
What need to be checked is the always.dat and always2.dat in the reborn/data folder.
Thanks man

Subject: Re: Reborn And Renguard
Posted by danpaul88 on Sat, 10 Jun 2006 12:57:23 GMT
View Forum Message <> Reply to Message

http://www.lmsbc.com/dan/reborn_always.zip

always.dat
always2.dat
always.dbs

should be all thats needed... not sure if game.exe is also needed?

Subject: Re: Reborn And Renguard
Posted by trooprm02 on Mon, 12 Jun 2006 00:12:28 GMT
View Forum Message <> Reply to Message

Nope, I used the Renegade No-Cd patched Game.exe, which surprsingly also works for Reborn

Anyways, thanks alot!

P.S, Black Hand Memebers, please review files linked above^^

Subject: Re: Reborn And Renguard
Posted by GrimmNL on Mon, 12 Jun 2006 21:38:34 GMT

View Forum Message <> Reply to Message

Renx wrote on Tue, 23 May 2006 19:02This isn't going to happen.