
Subject: RenGuard language changes + crash
Posted by [der Papst](#) on Sun, 22 Jul 2007 11:57:25 GMT
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I have 2 Problems with Renguard:

- 1.) It changed the language of renegade from german to english -> how can i set this back?
 - 2.) When i start renegade, it crashes after ~1min with "Unauthorized Renegade instance terminated" (autostart renegade is disabled)
When i start it the second time, it works
-

Subject: Re: RenGuard language changes + crash
Posted by [Goztow](#) on Sun, 22 Jul 2007 13:49:31 GMT
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1. In the 'options'
 2. Wait 20 seconds before clicking the renegade button (though this doesn't always work)
-

Subject: Re: RenGuard language changes + crash
Posted by [der Papst](#) on Sun, 22 Jul 2007 15:18:29 GMT
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In the Renegade Options, there's nowhere a setting for the language of renegade...

in the options of renguard, there's a setting for the language, but this setting don't affect renegade...

Subject: Re: RenGuard language changes + crash
Posted by [cmatt42](#) on Sun, 22 Jul 2007 22:17:27 GMT
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RenGuard does not change Renegade's language, though the Core Patch is known to do so. Tell me if this doesn't work:
http://www.renegadeforums.com/index.php?t=msg&goto=193489&rid=4882#msg_1_93489

Subject: Re: RenGuard language changes + crash
Posted by [Goztow](#) on Fri, 03 Aug 2007 10:09:24 GMT
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I misunderstood your question, I thought u ment Renguard's language, not Renegade's.

Subject: Re: RenGuard language changes + crash
Posted by [der Papst](#) on Sun, 12 Aug 2007 09:39:09 GMT
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cmatt42 wrote on Sun, 22 July 2007 17:17RenGuard does not change Renegade's language, though the Core Patch is known to do so. Tell me if this doesn't work:
http://www.renegadeforums.com/index.php?t=msg&goto=193489&rid=4882#msg_1_93489Thanks for the link to this thread.
Overwriting the always did nothing (but it had a other size, so i think there were two problems.) and so i deleted a "strings.tdb" from data, now it works
