

---

Subject: help with renguard

Posted by [SlaMxHype](#) on Tue, 29 Apr 2008 07:01:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I downloaded them both about same time and the one at my friends house tells me when building is repaired , count down on ion/nukes, shows metal when u level up. Also it lets u use number pad to punch kick and etc... At home the renguard does none of that.... Any ideas? plz help me with it ive done all i know to

---

---

Subject: Re: help with renguard

Posted by [Goztow](#) on Tue, 29 Apr 2008 07:08:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Manually install core patch 2. Check out how, here

---

---

Subject: Re: help with renguard

Posted by [SlaMxHype](#) on Tue, 29 Apr 2008 16:45:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

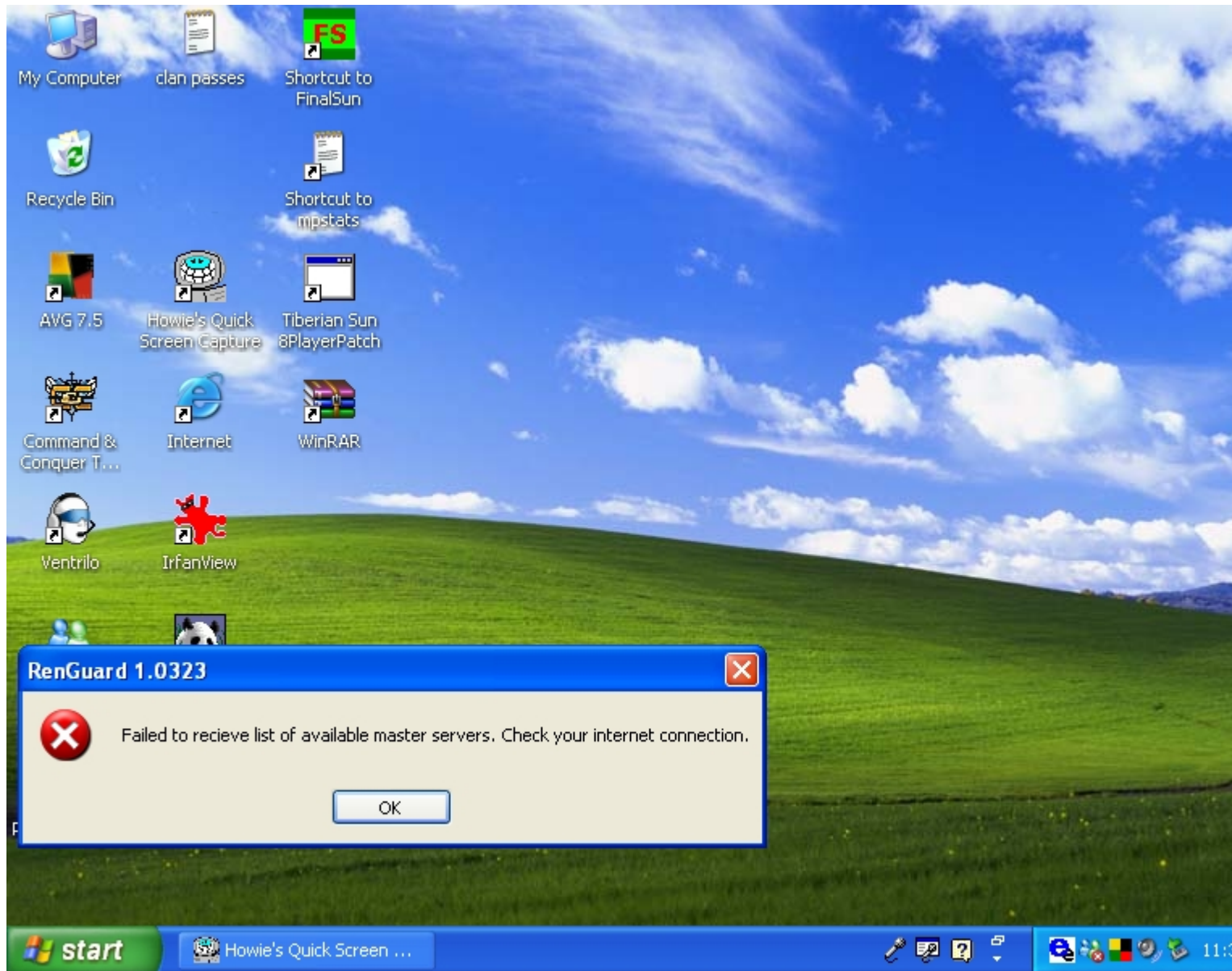
i uninstalled cnc and renguard , to reinstall and this is the error i get first time i try to run game

#### File Attachments

---

1) [picture040.jpg](#), downloaded 191 times

---



---

Subject: Re: help with renguard  
Posted by [SlaMxHype](#) on Tue, 29 Apr 2008 16:57:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

i got it to work ,thanks for help ... also why does it give me error like 80% time i try to log on? is it a bug that yall are fixing or my connection?

---

Subject: Re: help with renguard  
Posted by [Carrierll](#) on Tue, 29 Apr 2008 17:35:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Which error where?

---

---

Subject: Re: help with renguard  
Posted by [Lone0001](#) on Tue, 29 Apr 2008 19:44:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think he means the "Unauthorised Renegade instance terminated" error, that is a common error that happens when you don't give renguard enough time to scan your renegade folder which I hope the coders of RG are actually trying to fix.

---

---

Subject: Re: help with renguard  
Posted by [Goztow](#) on Tue, 29 Apr 2008 20:12:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Try this workaround

---