Subject: Problems copying always.dat Posted by apolloo on Tue, 28 Oct 2008 01:26:24 GMT View Forum Message <> Reply to Message

I haven't played renegade in a while so I uninstalled back when hard drive space wasn't big. SO when I try to install it now it gets to always.dat and stops. The CD had scratches in it and tryed the toothpaste technique on it butt hat didn't work. I tryed burning a new copy onto a new blank disc and it still freezes! Any answers?

Subject: Re: Problems copying always.dat Posted by Lone0001 on Tue, 28 Oct 2008 01:36:08 GMT View Forum Message <> Reply to Message

Sounds like the CD Image you used to burn to a new CD is damaged, go buy a new disc: easiest way to solve this problem.

Subject: Re: Problems copying always.dat Posted by apolloo on Tue, 28 Oct 2008 01:41:21 GMT View Forum Message <> Reply to Message

I'll try that. Hopefully gamestop still has a copy. How much do you think it would cost?

Subject: Re: Problems copying always.dat Posted by Lone0001 on Tue, 28 Oct 2008 02:11:08 GMT View Forum Message <> Reply to Message

Try Amazon:

http://www.amazon.com/Command-Conquer-Renegade-Pc/dp/B00005N7YM/ref=pd_bbs_1?ie=UTF8&s=videogames&qid=1225159818&sr=8-1

Subject: Re: Problems copying always.dat Posted by apolloo on Tue, 28 Oct 2008 03:24:25 GMT View Forum Message <> Reply to Message

\$15 er.. Maybe I can find it cheaper but I'll see what happens.

Subject: Re: Problems copying always.dat Posted by Lone0001 on Tue, 28 Oct 2008 03:35:14 GMT View Forum Message <> Reply to Message If you want all of the C&C games from the past 10 Years(C&C to C&C Generals/Zero Hour, I think there is one that is basically this but with C&C3 also) you can get Command and Conquer: The First Decade for \$40, quite a bit more expensive but hey you get all the C&C games from the past 10 years and all on one disk!

Subject: Re: Problems copying always.dat Posted by Goztow on Tue, 28 Oct 2008 07:45:29 GMT View Forum Message <> Reply to Message

You should be able to find Ren on its own for under 10 \$.