Subject: Reinstalling Renegade
Posted by [Prulez](#) on Thu, 16 Apr 2009 06:09:58 GMT
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If you try to reinstall renegade now, with 1.037, CP1, CP2, Scripts, etc etc, it's a very confusing thing to do.

I was wondering if reinstalling ren could be made a lot easier with this patch.

This prob. already has been fixed, but just wanted the confirmation for that.

Subject: Re: Reinstalling Renegade
Posted by [StealthEye](#) on Thu, 16 Apr 2009 13:15:47 GMT
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TT will install properly on all 1.037/CP1/CP2/renguard/scripts x.y.z, etc (at least all the things we know of). With TT, there will be no need to install any of the other things listed above.

Subject: Re: Reinstalling Renegade
Posted by [dr3w2](#) on Thu, 16 Apr 2009 16:05:50 GMT
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StealthEye wrote on Thu, 16 April 2009 08:15TT will install properly on all 1.027/CP1/CP2/renguard/scripts x.y.z, etc (at least all the things we know of). With TT, there will be no need to install any of the other things listed above.
and *cheat name removed*amirite

Subject: Re: Reinstalling Renegade
Posted by [RTsa](#) on Thu, 16 Apr 2009 20:17:44 GMT
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StealthEye wrote on Thu, 16 April 2009 16:15TT will install properly on all 1.027/CP1/CP2/renguard/scripts x.y.z, etc (at least all the things we know of). With TT, there will be no need to install any of the other things listed above.
There won't even be a need to install 1.037?

Anyway, good to know that we don't have to go through the trouble of installing all that other stuff then. I hate it how long it takes for CP2 to download using RG...just had to do it again yesterday.

Subject: Re: Reinstalling Renegade
Posted by [Pyr0man1c](#) on Thu, 16 Apr 2009 20:26:34 GMT

RTsa wrote on Thu, 16 April 2009 15:17StealthEye wrote on Thu, 16 April 2009 16:15TT will install properly on all 1.027/CP1/CP2/renguard/scripts x.y.z, etc (at least all the things we know of). With TT, there will be no need to install any of the other things listed above.
There won't even be a need to install 1.037?

Anyway, good to know that we don't have to go through the trouble of installing all that other stuff then. I hate it how long it takes for CP2 to download using RG...just had to do it again yesterday.
I think that was a typo

Subject: Re: Reinstalling Renegade
Posted by StealthEye on Thu, 16 Apr 2009 22:12:10 GMT

You need 1.037 yes, until it's being pushed by the patcher that is.

(1.027 was a typo indeed...)

Subject: Re: Reinstalling Renegade
Posted by Veyrdite on Mon, 20 Apr 2009 06:07:10 GMT

Possible the patch could be everything BUT the always files and your serial. Without the always databases the patch will not be enormous but will be able to patch the game in any state.

Subject: Re: Reinstalling Renegade
Posted by Omar007 on Thu, 23 Apr 2009 08:43:14 GMT

Quote:TT will install properly on all 1.037/CP1/CP2/renguard/scripts x.y.z, etc (at least all the things we know of). With TT, there will be no need to install any of the other things listed above.

So with the TT patch will the NumLock animations be included too???

Subject: Re: Reinstalling Renegade
Posted by StealthEye on Thu, 23 Apr 2009 08:50:52 GMT

I don't know about that, since they are bugged and therefore disabled on some servers anyway..

Subject: Re: Reinstalling Renegade
Posted by ErroR on Thu, 23 Apr 2009 08:52:39 GMT
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Omar007 wrote on Thu, 23 April 2009 11:43Quote:TT will install properly on all 1.037/CP1/CP2/renguard/scripts x.y.z, etc (at least all the things we know of). With TT, there will be no need to install any of the other things listed above.

So with the TT patch will the NumLock animations be included too???
make it customizable and if they can be disabled manually why not :

Subject: Re: Reinstalling Renegade
Posted by Genesis2001 on Thu, 23 Apr 2009 15:30:57 GMT
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Aren't the number-pad animations server-side with SSGM? >.>