Subject: New 4.0 bug not letting players join
Posted by liquidv2 on Thu, 06 Feb 2014 00:23:32 GMT
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[18:53:48] <Rohirrim6> some ddl file is missing now after it updated
[18:54:11] <Rohirrim6> msvcr110.dll file is missing on ur comp

[19:11:28] <@tiggy7> ren doesn't load for me either now
[19:11:29] <@tiggy7> after the 4.1 d/l
[19:11:38] <@tiggy7> dammit

[19:17:53] <bibixx> he did download 4.1 for me
[19:17:55] <bibixx> it was done
[19:18:00] <bibixx> then i didn't can join anymore:/

[19:21:48] <chbt> It now says I need a newer version of DirectX

[19:22:31] <@tiggy7> it says "completed" after installing
[19:22:34] <@tiggy7> and then - nothing

Subject: Re: New 4.0 bug not letting players join
Posted by c0vert7 on Thu, 06 Feb 2014 00:27:42 GMT
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Having the same issue

Subject: Re: New 4.0 bug not letting players join
Posted by c0vert7 on Thu, 06 Feb 2014 00:32:18 GMT
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Fixed mine by going to http://www.tiberiantechnologies.org/downloads and just downloading the new client installer by hand

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Subject: Re: New 4.0 bug not letting players join
Posted by tiggy7 on Thu, 06 Feb 2014 01:05:02 GMT
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I tried it too but it still doesn't work for me. I d/led the new client installer 3 times by now but nothing. It says completed, then I click next. When I click on the game button (doesn't matter which one, game or game2) Ren Configs come up. I click "OK" and then - nothing. I get a black screen with a white cursor and an "error beep". Nothing else shows up, no error status, nothing. Any other suggestion what I could do? I'm using TFD btw and it installs in the Renegade Folder there.

Thanks for any help or advice.

Subject: Re: New 4.0 bug not letting players join
Posted by Ethenal on Thu, 06 Feb 2014 02:52:30 GMT
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I downloaded the update, which led to the VSCR dll error (which as you guys probably know is due to the lack of the VS 2012 runtime). After installing the VS2012 redistributables, it asks me to update DirectX.

I'm running Windows 8.1 in a VM due to Windows not wanting to install on my iMac for some reason, so I wouldn't take my word as hugely accurate because there may be some things that may not occur on a regular Windows install.

Subject: Re: New 4.0 bug not letting players join
Posted by danpaul88 on Thu, 06 Feb 2014 09:14:21 GMT
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For anyone getting directX problems, download and run

http://www.microsoft.com/en-gb/download/details.aspx?id=35

For anyone getting MSVCR problems, download and run

http://www.microsoft.com/en-gb/download/details.aspx?id=30679

Subject: Re: New 4.0 bug not letting players join
Posted by StealthEye on Thu, 06 Feb 2014 17:52:11 GMT
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The versions of DirectX and the Visual Studio 2012 runtime seem to be correct, and should have been installed properly before the installer gets to that point... Not sure what's going on here. Sorry for the inconvenience. Please contact me directly if you're having this issue so that we can get it fixed asap, preferably before trying any of the solutions provided above.

Subject: Re: New 4.0 bug not letting players join
Posted by StealthEye on Fri, 07 Feb 2014 17:05:32 GMT
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I have identified the issue and it will be fixed as soon as possible, hopefully in a few hours. I'll post

in the release topic when it is fixed. Until then, you can fix the issue by installing the following packages manually if you have not already done so:

http://www.microsoft.com/en-gb/download/details.aspx?id=35
http://www.microsoft.com/en-gb/download/details.aspx?id=30679

The RC2 installer erroneously attempts to install both at the same time, whereas only one simultaneous installation is allowed. That causes one of both installations to fail.

Thanks to everyone who helped me debug this issue by reporting on IRC/PM.

(Crossposting this to all related topics.)