
Subject: I can't start renguard

Posted by [Killerbee|K4T](#) on Thu, 13 Apr 2006 21:02:33 GMT

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

when i start renguard then he say:

warning. no wol name found. connecting to wol wil probably fail

end then renguard get jammed(loopt vast NL)

do someone know how i can fix it?

thanks...

error report

```
<?xml version="1.0" encoding="UTF-16"?>
```

```
<DATABASE>
```

```
<EXE NAME="game.exe" FILTER="GRABMI_FILTER_PRIVACY">
```

```
  <MATCHING_FILE NAME="BandTest.dll" SIZE="143423" CHECKSUM="0x5DB04056"
  BIN_FILE_VERSION="1.0.0.0" BIN_PRODUCT_VERSION="1.0.0.0" PRODUCT_VERSION="1,
  0, 0, 0" FILE_DESCRIPTION="BandTest" COMPANY_NAME="Westwood Studios"
  PRODUCT_NAME="Westwood Studios BandTest" FILE_VERSION="1, 0, 0, 0"
  ORIGINAL_FILENAME="BandTest.dll" INTERNAL_NAME="BandTest"
  LEGAL_COPYRIGHT="Copyright © 2002" VERFILEDATEHI="0x0" VERFILEDATELO="0x0"
  VERFILEOS="0x40004" VERFILETYPE="0x2" MODULE_TYPE="WIN32"
  PE_CHECKSUM="0x0" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.0.0.0"
  UPTO_BIN_PRODUCT_VERSION="1.0.0.0" LINK_DATE="12/10/2002 21:57:24"
  UPTO_LINK_DATE="12/10/2002 21:57:24" VER_LANGUAGE="Engels (Verenigde Staten)
  [0x409]" />
```

```
  <MATCHING_FILE NAME="binkw32.dll" SIZE="305715" CHECKSUM="0xC42B4706"
  BIN_FILE_VERSION="1.2.1.0" BIN_PRODUCT_VERSION="1.2.1.0"
  PRODUCT_VERSION="1.2a" FILE_DESCRIPTION="RAD Video Tools"
  COMPANY_NAME="RAD Game Tools, Inc." PRODUCT_NAME="Bink and Smacker"
  FILE_VERSION="1.2a" LEGAL_COPYRIGHT="Copyright (C) 1994-2001, RAD Game Tools, Inc."
  VERFILEDATEHI="0x0" VERFILEDATELO="0x0" VERFILEOS="0x0" VERFILETYPE="0x1"
  MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
  UPTO_BIN_FILE_VERSION="1.2.1.0" UPTO_BIN_PRODUCT_VERSION="1.2.1.0"
  LINK_DATE="08/29/2001 23:15:32" UPTO_LINK_DATE="08/29/2001 23:15:32" />
```

```
  <MATCHING_FILE NAME="download.exe" SIZE="505344" CHECKSUM="0xA7E40A93"
  MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
  LINK_DATE="06/19/1992 22:22:17" UPTO_LINK_DATE="06/19/1992 22:22:17" />
```

```
  <MATCHING_FILE NAME="drvimgt.dll" SIZE="35840" CHECKSUM="0x683EF2FA"
  MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
  LINK_DATE="11/28/2001 16:11:28" UPTO_LINK_DATE="11/28/2001 16:11:28" />
```

```
  <MATCHING_FILE NAME="game.exe" SIZE="361472" CHECKSUM="0xF8867BB3"
  MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
  LINK_DATE="05/03/2004 14:32:51" UPTO_LINK_DATE="05/03/2004 14:32:51" />
```

```
  <MATCHING_FILE NAME="game2.exe" SIZE="5397365" CHECKSUM="0x82DA1B09"
  BIN_FILE_VERSION="1.37.0.1" BIN_PRODUCT_VERSION="1.0.0.1" PRODUCT_VERSION="1,
  0, 0, 1" FILE_DESCRIPTION="Renegade" COMPANY_NAME="Westwood Studios"
```

```

PRODUCT_NAME="Command & Conquer: Renegade" FILE_VERSION="1, 37, 0, 1"
ORIGINAL_FILENAME="Renegade.exe" INTERNAL_NAME="Renegade"
LEGAL_COPYRIGHT="Copyright © 2002 Westwood Studios" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x4" VERFILETYPE="0x1" MODULE_TYPE="WIN32"
PE_CHECKSUM="0x436AD6" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.37.0.1"
UPTO_BIN_PRODUCT_VERSION="1.0.0.1" LINK_DATE="01/23/2003 19:45:59"
UPTO_LINK_DATE="01/23/2003 19:45:59" VER_LANGUAGE="Engels (Verenigde Staten)
[0x409]" />
  <MATCHING_FILE NAME="Mss32.dll" SIZE="350208" CHECKSUM="0xFFB9874A"
BIN_FILE_VERSION="3.0.0.0" BIN_PRODUCT_VERSION="3.0.0.0"
PRODUCT_VERSION="6.1c" FILE_DESCRIPTION="Miles Sound System"
COMPANY_NAME="RAD Game Tools, Inc." PRODUCT_NAME="Miles Sound System"
FILE_VERSION="6.1c" LEGAL_COPYRIGHT="Copyright (C) 1991-2001, RAD Game Tools, Inc."
VERFILEDATEHI="0x0" VERFILEDATELO="0x0" VERFILEOS="0x0" VERFILETYPE="0x1"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x6243D" LINKER_VERSION="0x0"
UPTO_BIN_FILE_VERSION="3.0.0.0" UPTO_BIN_PRODUCT_VERSION="3.0.0.0"
LINK_DATE="12/15/2001 18:28:44" UPTO_LINK_DATE="12/15/2001 18:28:44" />
  <MATCHING_FILE NAME="patchw32.dll" SIZE="202752" CHECKSUM="0x89C44E16"
BIN_FILE_VERSION="7.0.0.0" BIN_PRODUCT_VERSION="7.0.0.0"
PRODUCT_VERSION="7.00" FILE_DESCRIPTION="RTPatch Executable"
COMPANY_NAME="Pocket Soft, Inc." PRODUCT_NAME="RTPatch" FILE_VERSION="7.00"
INTERNAL_NAME="" LEGAL_COPYRIGHT="(C) Copyright Pocket Soft, Inc., 2002. All Rights
Reserved." VERFILEDATEHI="0x0" VERFILEDATELO="0x0" VERFILEOS="0x4"
VERFILETYPE="0x2" MODULE_TYPE="WIN32" PE_CHECKSUM="0x0"
LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="7.0.0.0"
UPTO_BIN_PRODUCT_VERSION="7.0.0.0" LINK_DATE="12/05/2002 17:14:45"
UPTO_LINK_DATE="12/05/2002 17:14:45" />
  <MATCHING_FILE NAME="Register.exe" SIZE="65536" CHECKSUM="0xE135C79D"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/11/2001 23:21:57" UPTO_LINK_DATE="12/11/2001 23:21:57" />
  <MATCHING_FILE NAME="Renegade.exe" SIZE="94208" CHECKSUM="0x5487605C"
BIN_FILE_VERSION="1.4.0.0" BIN_PRODUCT_VERSION="1.4.0.0" PRODUCT_VERSION="1,
4, 0, 0" FILE_DESCRIPTION="" COMPANY_NAME="Westwood Studios"
PRODUCT_NAME="Westwood Studios" FILE_VERSION="1, 4, 0, 0" ORIGINAL_FILENAME=""
INTERNAL_NAME="" LEGAL_COPYRIGHT="Copyright © 2002" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x40004" VERFILETYPE="0x1"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x10004"
UPTO_BIN_FILE_VERSION="1.4.0.0" UPTO_BIN_PRODUCT_VERSION="1.4.0.0"
LINK_DATE="01/13/2002 00:06:55" UPTO_LINK_DATE="01/13/2002 00:06:55"
VER_LANGUAGE="Engels (Verenigde Staten) [0x409]" />
  <MATCHING_FILE NAME="renguard.dll" SIZE="579584" CHECKSUM="0xDC76E406"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="06/19/1992 22:22:17" UPTO_LINK_DATE="06/19/1992 22:22:17" />
  <MATCHING_FILE NAME="RenRem.exe" SIZE="61440" CHECKSUM="0x237AE29"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="08/23/2002 18:06:45" UPTO_LINK_DATE="08/23/2002 18:06:45" />
  <MATCHING_FILE NAME="Scripts.dll" SIZE="2088960" CHECKSUM="0xCFB10071"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"

```

```
LINK_DATE="12/10/2002 21:17:26" UPTO_LINK_DATE="12/10/2002 21:17:26" />
  <MATCHING_FILE NAME="Uninst.exe" SIZE="233472" CHECKSUM="0x1964E2FE"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/15/2001 04:34:45" UPTO_LINK_DATE="12/15/2001 04:34:45" />
  <MATCHING_FILE NAME="Uninstall.exe" SIZE="73728" CHECKSUM="0xD325502E"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x0" LINKER_VERSION="0x0"
LINK_DATE="12/11/2001 00:38:37" UPTO_LINK_DATE="12/11/2001 00:38:37" />
  <MATCHING_FILE NAME="WWConfig.exe" SIZE="1015808" CHECKSUM="0x29C4C557"
BIN_FILE_VERSION="1.8.0.0" BIN_PRODUCT_VERSION="1.8.0.0" PRODUCT_VERSION="1,
8, 0, 0" FILE_DESCRIPTION="" COMPANY_NAME="Westwood Studios"
PRODUCT_NAME="Renegade Config" FILE_VERSION="1, 8, 0, 0"
ORIGINAL_FILENAME="WWConfig.exe" INTERNAL_NAME="WWConfig"
LEGAL_COPYRIGHT="Copyright © 2002 Electronic Arts" VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x4" VERFILETYPE="0x1" MODULE_TYPE="WIN32"
PE_CHECKSUM="0x0" LINKER_VERSION="0x0" UPTO_BIN_FILE_VERSION="1.8.0.0"
UPTO_BIN_PRODUCT_VERSION="1.8.0.0" LINK_DATE="01/29/2002 00:13:54"
UPTO_LINK_DATE="01/29/2002 00:13:54" VER_LANGUAGE="Engels (Verenigde Staten)
[0x409]" />
</EXE>
<EXE NAME="kernel32.dll" FILTER="GRABMI_FILTER_THISFILEONLY">
  <MATCHING_FILE NAME="kernel32.dll" SIZE="1024512" CHECKSUM="0x77A2DF25"
BIN_FILE_VERSION="5.1.2600.2180" BIN_PRODUCT_VERSION="5.1.2600.2180"
PRODUCT_VERSION="5.1.2600.2180" FILE_DESCRIPTION="DLL-bestand voor Windows NT
BASE API-client" COMPANY_NAME="Microsoft Corporation"
PRODUCT_NAME="Besturingssysteem Microsoft® Windows®"
FILE_VERSION="5.1.2600.2180 (xpsp_sp2_rtm.040803-2158)"
ORIGINAL_FILENAME="kernel32" INTERNAL_NAME="kernel32" LEGAL_COPYRIGHT="©
Microsoft Corporation. Alle rechten voorbehouden." VERFILEDATEHI="0x0"
VERFILEDATELO="0x0" VERFILEOS="0x40004" VERFILETYPE="0x2"
MODULE_TYPE="WIN32" PE_CHECKSUM="0x105C38" LINKER_VERSION="0x50001"
UPTO_BIN_FILE_VERSION="5.1.2600.2180"
UPTO_BIN_PRODUCT_VERSION="5.1.2600.2180" LINK_DATE="08/04/2004 08:02:59"
UPTO_LINK_DATE="08/04/2004 08:02:59" VER_LANGUAGE="Nederlands (Nederland) [0x413]"
/>
</EXE>
</DATABASE>
```

File Attachments

1) [Error Renguard.JPG](#), downloaded 169 times

game.exe

Handtekening van fout

szAppName : game.exe szAppVer : 0.0.0.0 szModName : hungapp
szModVer : 0.0.0.0 offset : 00000000

Rapportdetails

Dit foutenrapport bevat informatie over de status van game.exe toen het probleem optrad, de versie van het besturingssysteem en de gebruikte computerhardware en het IP-adres (Internet-protocol) van de computer.

Wij zijn er niet op uit om uw naam, adres, e-mailadres of enige andere persoonlijke gegevens te verzamelen. Het foutenrapport kan echter klantspecifieke informatie bevatten zoals gegevens uit geopende bestanden. Deze informatie wordt in ieder geval niet gebruikt om uw identiteit vast te stellen.

De gegevens die worden verzameld, worden alleen gebruikt om het probleem op te lossen. Zodra er meer informatie beschikbaar is, laten wij u dat weten wanneer u het probleem rapporteert. Dit foutenrapport wordt via een veilige verbinding verzonden naar een database met beperkte toegang en wordt niet gebruikt voor marketingdoeleinden.

Als u de technische gegevens van het foutenrapport wilt bekijken, klikt u op: [klikt u hier](#).
Als u ons beleid voor gegevensverzameling op het web wilt bekijken, klikt u op: [klikt u hier](#).

Sluiten