Subject: Re: Problem starting up - FIXED
Posted by [RG]Aslyfox on Tue, 26 Jan 2010 20:22:06 GMT
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I didn't have any sound Carrier, and I was running in admin mode.
I actually found out what the problem was, although I have absolutely no idea why it would affect my renegade so much.

one of the huds I installed had building health bars, and while i copied parts of a broken hud.ini into a working hud.ini, i noticed it was one line of code that was messing up my ren.

Text_Font=font6x8.tga

This line refers to the size of the writing of the building health writing, when I removed this line, my renegade started perfectly fine and the only difference ingame was the size of the writing of the BB health was a bit bigger than it had been in the screenshot i was shown of the HUD.

Seeing as this line referred to something which only applied when i was ingame, why would it not even let me get to the main menu? which wasn't affected by this piece of code at all.

Edit: And no, none of them had any scripts.dll modifications