Subject: CP1 not installed by RG, then scriptsx.dll->scripts.dll Posted by Jason8765 on Sat, 04 Dec 2004 19:05:28 GMT

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renegade works, apart from all the fonts are plain and dodgy:S

also, why didnt renguard download the new CP1? I had the beta, but I had to download the full one on its own from renguard.com

I've deleted scripts, and renamed my scripts2 back to scripts, then run the patch again, and it went fine, but still the ingame font for global chat etc is still plain and poo :S, and it doesnt show the login screens that cp1 is meant to give... :S

also i cant find out how to uninstall CP1

soooo i dunno wot to do

Subject: CP1 not installed by RG, then scriptsx.dll->scripts.dll Posted by mac on Sat, 04 Dec 2004 19:07:56 GMT

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Delete any strings.tdb you might have in the directory, that should fix the loadscreen.

CP1 cannot be uninstalled, as any other gamepatch. It's a patch, not a program.

"error 17" can be ignored, it fixes your installation in case it detects something went wrong.

Subject: CP1 not installed by RG, then scriptsx.dll->scripts.dll Posted by Jason8765 on Sat, 04 Dec 2004 19:12:03 GMT

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macDelete any strings.tdb you might have in the directory, that should fix the loadscreen.

CP1 cannot be uninstalled, as any other gamepatch. It's a patch, not a program.

"error 17" can be ignored, it fixes your installation in case it detects something went wrong. wot about the fonts? or will the strings.tlb also fix that?

Subject: CP1 not installed by RG, then scriptsx.dll->scripts.dll Posted by Jason8765 on Sat, 04 Dec 2004 19:14:44 GMT

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data\strings.tdb deleted

Subject: CP1 not installed by RG, then scriptsx.dll->scripts.dll Posted by Jason8765 on Sat, 04 Dec 2004 19:29:19 GMT View Forum Message <> Reply to Message

thanks for help mac

left IRC in a rush cause u were starting to confuse me about CP1 and SSAOW, kill sounds, and emoticons, and wot you said just didnt make much sense to me :/ maybe cause i never used SSAOW before so im nub wit it ^^

anyhows thanks again for help alls fine now