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Subject: Renguard Connection Help

Posted by [DarkKnight](#) on Tue, 08 Jan 2008 04:23:42 GMT

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i checked all the faq's and couldnt find anything on this. Sorry if i missed it.

Have a friend who is trying to get ren to work with renguard and shes having all kinds of problems.

Just did a fresh install of ren and renguard. Game works fine just not with renguard. She has updated all the patches.

It loads up renguard then disconnects her before it ever gets to renegade.

[23:20] Trying to connect to server #1...Connected!

[23:20] Secure link established.

[23:20] Welcome to RenGuard, [GDE]DarkKnight!

[23:20] To launch Renegade, please click 'Renegade'.

[23:20] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.

Mine says all that then connects me to the game but on hers it just says you've been disconnected. she has tried several times.

Could you please help?

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Subject: Re: Renguard Connection Help

Posted by [Lone0001](#) on Tue, 08 Jan 2008 04:34:26 GMT

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Maybe one is not authorized by RG?

Try removing all the skins and everything like that then if it works add them back one by one and maybe you will find the one that is causing the problem(s).

You could also try reinstalling RG again make sure it is the latest version.

EDIT: It could just be the disconnect or "lan exploit" bug if so just try again should not keep doing it, if it does try what I said above.

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Subject: Re: Renguard Connection Help

Posted by [DarkKnight](#) on Tue, 08 Jan 2008 06:46:22 GMT

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well the only thing she added back was the maps and some sounds she had downloaded. everything else was a fresh new install of renegade.

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Subject: Re: Renguard Connection Help  
Posted by [Goztow](#) on Tue, 08 Jan 2008 08:11:12 GMT  
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Very strange that it doesn't give an error code... Can she take a screenshot?

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Subject: Re: Renguard Connection Help  
Posted by [DarkKnight](#) on Tue, 08 Jan 2008 13:53:49 GMT  
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ill have her get you one tonight when i get home from work.

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