
Subject: Renguard crashes

Posted by [pgreptomm](#) on Mon, 07 Jul 2008 01:04:38 GMT

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Hello,

I have bought Command & Conquer First Decade. Played Renegade 3-4 years ago.. and it's the only reason I bought the game.

I've jumped through bells and whistles to get the patch (1.037) applied.

I tested it, logged on to Westwood.. and bam, could jump right in.

Remembering that I needed Renguard, I downloaded the latest version - and went right to installing.

When I try to start Renegade, I get "Error verifying startup parameters"

I'm running RenGuard 1.0323, and Renegade 1.037.

Thanks for any help. Really looking forward to playing this game again.

Subject: Re: Renguard creashes

Posted by [Lone0001](#) on Mon, 07 Jul 2008 07:23:56 GMT

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Try reinstalling following this guide:

<http://www.renegadeforums.com/index.php?t=msg&th=24533&start=0&rid=2> 1525

PS. The First Decade version of Renegade does not require the 1.037 patch and it messes up Ren if you install it.

Subject: Re: Renguard creashes

Posted by [Goztow](#) on Mon, 07 Jul 2008 07:55:32 GMT

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Are you on Vista or XP?

Subject: Re: Renguard creashes

Posted by [pgreptomm](#) on Mon, 07 Jul 2008 21:20:43 GMT

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Thanks for your reply.

I'm actually running Linux, and using WINE to run Renegade. The game itself works with the 1.37 patch. Never tried to just run 1.00. Perhaps I should try to install just 1.0, and then Renguard on top of that?

Subject: Re: Renguard creashes
Posted by [CarrierII](#) on Mon, 07 Jul 2008 22:50:04 GMT
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Renguard won't function on Linux, you'll have to play without it.

Subject: Re: Renguard creashes
Posted by [pgreptomm](#) on Tue, 08 Jul 2008 04:12:19 GMT
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Well, that sucks.

Subject: Re: Renguard creashes
Posted by [Goztow](#) on Tue, 08 Jul 2008 07:19:03 GMT
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Doesn't running Ren on Wine give you a lot of FPS-lag?

Subject: Re: Renguard creashes
Posted by [CarrierII](#) on Tue, 08 Jul 2008 08:47:50 GMT
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Yeah, sorry. It's the runtime execution protection thingy, relies on Windows specific calls or something similar. Mac has a version that runs on Linux, but won't release it because it has no protection. Just wait for TT's patch 1.038. Sorry.

Subject: Re: Renguard creashes
Posted by [pgreptomm](#) on Tue, 08 Jul 2008 21:05:54 GMT
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CarrierII wrote on Tue, 08 July 2008 03:47Yeah, sorry. It's the runtime execution protection thingy, relies on Windows specific calls or something similar. Mac has a version that runs on Linux, but won't release it because it has no protection. Just wait for TT's patch 1.038. Sorry.

So patch 1.038 will run it? Ok.

I don't get any lag for my FPS.

I guess it depends.. Lowest I usually ever see is 25-30... highest I ever see is about 75-80. Just depends.

I'm running an AMD 5400 w/ 4gb of ddr2 ram and an 8500gt.....

I see comparable FPS in Windows.. infact, I think I get higher FPS in Linux as opposed to Windows. I should go test that right now

Subject: Re: Renguard creashes
Posted by [pgreptomm](#) on Tue, 08 Jul 2008 22:05:17 GMT
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Ok.

In Windows, at idle.. I get a solid 60fps, and it never budges.

Running debian/wine, I get a solid 95fps at idle.

In Windows, during the game.. I get anywhere from 54-65fps.. and it never budges much past that.

Running debian/wine, I get 24-88fps..

It appears, at idle, wine runs it a lot better. But once you start getting a lot of characters/moving graphics, etc.. Wine just can't compare. I'm still not going to reboot to Widnows just to play the game. I'll just stay away from Infantry.
