

---

Subject: Reborn And Renguard  
Posted by [trooprm02](#) on Sun, 21 May 2006 19:55:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey guys,  
I recently dug up this:

<http://www.cnc-source.com/files//pafiledb.php?action=file&am p;id=332>

^the old version of Reborn.

Now, I installed it, got it working and even tho its from 2003, it amazed me

It still has even a server with bot etc, that they say they get 8-10 people everyday playing! So its still active.

Anyway, i was trying to update it, so i replaced the old scripts with the newer ones, and I even remobed the no-cd check from the old .exe (you need to have the game cd to play the mod)! Throw clear scope in there, and its 100% updated!

Except 1 thing...it has the capability for renguard, only thing is when i tryed running it from the Reborn dir, it said bad/corrupt always.dbs, always.dat, and always2.dat. So, to get renguard running on Reborn, I would just need you guys to review, and then possibly allow those modded files for reborn like stated in the renegade readme for modded files.

thanks,  
trooprm02

---

Subject: Re: Reborn And Renguard  
Posted by [Goztow](#) on Mon, 22 May 2006 08:12:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

clear scope is for n00bies

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Mon, 22 May 2006 17:11:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Mon, 22 May 2006 03:12clear scope is for n00bies

Wow, this thread not for you

---

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Tue, 23 May 2006 22:49:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*bump\*  
need help

---

Subject: Re: Reborn And Renguard  
Posted by [Renx](#) on Wed, 24 May 2006 00:02:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This isn't going to happen.

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Wed, 24 May 2006 20:24:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Tue, 23 May 2006 19:02 This isn't going to happen.

For what reason?

Its logical, your client bans the use of modified files, and so its your responsibility to monitor what is banned and not. Stated so in your readme, and you would have lyed to all of us if you don;t live up to it!

---

Subject: Re: Reborn And Renguard  
Posted by [warranto](#) on Wed, 24 May 2006 21:15:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What does that have to do with accepting Reborn under the Renguard "wing"?

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Thu, 25 May 2006 01:44:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

warranto wrote on Wed, 24 May 2006 16:15 What does that have to do with accepting Reborn under the Renguard "wing"?

Because renguard bans the use of the modified always.dat etc files.

And in the readme its says, although it does ban our modified files, it says we can send in files to be checked for cheats etc. and then be allowed if containing none..

---

Subject: Re: Reborn And Renguard  
Posted by [warranto](#) on Thu, 25 May 2006 12:38:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Does it say they will accept all safe files, regardless of what it is?

I can't find the readme, so perhaps a direct quote could help?

---

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Fri, 26 May 2006 23:00:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

warranto wrote on Thu, 25 May 2006 07:38 Does it say they will accept all safe files, regardless of what it is?

I can't find the readme, so perhaps a direct quote could help?

After installing renguard, it makes a file called RG\_Readme.txt in your renegade folder...

---

---

Subject: Re: Reborn And Renguard  
Posted by [warranto](#) on Sat, 27 May 2006 06:11:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ah, that's why I don't have it. I had to use the manual install. No readme for me.

---

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Thu, 01 Jun 2006 19:32:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So how about keeping the promise?

---

---

Subject: Re: Reborn And Renguard  
Posted by [lookitzhiep](#) on Mon, 05 Jun 2006 15:17:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Q. What about modified textures ("skins")?

A. RenGuard normally does not block the usage of modified model textures, You will receive a notification if any modified textures are found, but you will still be able to play on servers that do not have PureMode turned on.

If you have a modification in the form of a .w3d file such as a different weapon, you must contact the RenGuard team to have it analyzed and added

---

to the database before it will be allowed.

i think that's what he means?

---

### File Attachments

1) [Readme\\_RG.txt](#), downloaded 214 times

---

---

Subject: Re: Reborn And Renguard  
Posted by [warranto](#) on Tue, 06 Jun 2006 22:08:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ah, I see.

There is no promise there. It just say that you must contact the RenGuard team before it will be allowed.

Nothing there states that they will, absolutly, on all accounts of it being safe, allow it. It just means they have the final say in the matter.

---

---

Subject: Re: Reborn And Renguard  
Posted by [trooprm02](#) on Tue, 06 Jun 2006 23:58:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

warranto wrote on Tue, 06 June 2006 17:08Ah, I see.

There is no promise there. It just say that you must contact the RenGuard team before it will be allowed.

Nothing there states that they will, absolutly, on all accounts of it being safe, allow it. It just means they have the final say in the matter.

So this was the place I started to contact them and hand over the files...so how about it?

---

---

Subject: Re: Reborn And Renguard  
Posted by [cmatt42](#) on Wed, 07 Jun 2006 05:20:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So do so instead of making a thread.

---

---

Subject: Re: Reborn And Renguard

---

Posted by [trooprm02](#) on Wed, 07 Jun 2006 19:58:25 GMT

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

---

\*Gets files hosted for someone from renguard to review\*

Will have links soon.

---

Subject: Re: Reborn And Renguard

Posted by [danpaul88](#) on Wed, 07 Jun 2006 20:23:37 GMT

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

---

If the RG team are willing to look @ them I can host them for you.. I play the old version of reborn now and then, it's fun but a lot of little bugs and such (and some not so little ones )

---

Subject: Re: Reborn And Renguard

Posted by [trooprm02](#) on Sat, 10 Jun 2006 01:49:21 GMT

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

---

Sure that would be great

What need to be checked is the always.dat and always2.dat in the reborn/data folder.

Thanks man

---

Subject: Re: Reborn And Renguard

Posted by [danpaul88](#) on Sat, 10 Jun 2006 12:57:23 GMT

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

---

[http://www.lmsbc.com/dan/reborn\\_always.zip](http://www.lmsbc.com/dan/reborn_always.zip)

always.dat

always2.dat

always.dbs

should be all thats needed... not sure if game.exe is also needed?

---

Subject: Re: Reborn And Renguard

Posted by [trooprm02](#) on Mon, 12 Jun 2006 00:12:28 GMT

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

---

Nope, I used the Renegade No-Cd patched Game.exe, which surprsingly also works for Reborn

Anyways, thanks alot!

---

P.S, Black Hand Memembers, please review files linked above^^

---

---

Subject: Re: Reborn And Renguard  
Posted by [GrimmNL](#) on Mon, 12 Jun 2006 21:38:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Tue, 23 May 2006 19:02This isn't going to happen.

---