Subject: To anyone who has been having scripts.dll 2.1.2 issues
Posted by Dr. Lithius on Wed, 25 May 2005 02:39:30 GMT
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Alright. From what I can tell, the game seems to crash on only one server that I play on, so far.
Specifically, "UNRULES.COM-GSA". I don't remember what map it crashed on the first time, but
it happened when I tried firing shots as a Soldier. The second time, it was in that desert map with
a huge Tiberium cavern, lots of sand, about three ways into either base, and barracades on one
side of each base. That time, I was trying to fire off a missile as as a Hotwire while driving around
in a (stolen)Nod Stealth Tank.
This is kind of annoying. . . Maybe the fact that it's a Half-Renguard server has something to do
with it. I don't know. That didn't stop me from playing on "UNRULES.COM - New Maps."
Regardless, I'll try the above steps to find the information needed. I run an unmodified version of
Renegade from the Command & Conquer Collection pack under Windows XP. 386MB of
SDRAM(don't laugh, it's an old motherboard), and a 128MB video card(which runs around 32MB
when a lot of particles/sprites are on-screen at a time, or if the view "clipping" is set really high).