
Subject: Re: Game crashing

Posted by [Caveman](#) on Mon, 14 Nov 2005 19:58:23 GMT

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JPNOD wrote on Mon, 14 November 2005 09:26tbh, the problem is SP2 I think, so try to get your hands on a Windows XP Home or pro, without sp2 then I install Ren First. If this isn't the case. Then I have the feeling it has to do with your gfx drivers. New games do require updated gfx drivers, but for old games this does not count. Because New drivers isn't always the best as they do not support a Game like Renegade in it anymore.

Sp2 seems to be having "problems" with older programs, atm alot of developers and company's have fixes, but Ren doesn't so your going to have to try this.

Also, I see that your running Windowed Mode, does it happen without too?

@ random Renegade crashes. Renegade crashes once in a while, but it is not to crash as often as this guy has. A way to decrease Renegade crashing is by lowering the gfx to 640x480 detail, and by running it on 16bit lowest. This is how I could play Ren 24/7 without it crashing once. When you run higher detail it will crash more. But still it should be like once or 2 a day assuming you play the entire day. Sometimes it doesn't happen at all.

T-Bird suggested it was SP2 so I did reformat with my Home Ed(sp1) But that didn't make any difference what so ever.. You also suggested about my drivers, well I've had this problem for a year and there has been plenty of *New* drivers* since then.

I play in both windowed and non windowed..

I've spoke to other people and they suggested for me to turn off the audio acceleration and now it crashes maybe 4x per day and not like 4x per map...
