
Subject: Texture go missing and crashes

Posted by [Creed3020](#) on Sun, 22 Apr 2007 17:28:29 GMT

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

So the past 2-3 months or so a problem has been re-occurring and increasing in it's occurrence.

I will be playing Renegade as normal and then for no reason for which I can determine most of the textures disappear and Renegade is turned into a see-through wall hack sort of environment. The only things that I can see are vehicles, players, purchase terminals, level objects and such. Very little remains. I just leave the game and restart. Fixes the problem.

Often though this will happen then 1-3 seconds later my entire system freezes. This is becoming a larger problem and has caused me to look to my hardware. Below are my system specs:

ASRock 775 DUAL-VSTA Motherboard
Intel Pentium D 920 (2.8GHz)
OCZ 1 GB DDR Dual Channel RAM
ASUS Geforce 4 Ti4200 128MB DDR RAM AGP 8x
80 GB Western Digital IDE HDD
Dual Monitor Desktop 2x 17" CRTs
Forceware Driver Version 93.71

Screenshots:

In the last 6 months I have noticed a small problem with the video card's cooling fan on the heatsink. I use a Thermaltake copper cooler with custom made RAM sinks. This cooling setup was working very well for card even under overclocking. I no longer overclock though. I have a new Zalman cooler on standby incase my current one fails.

Thanks!
