
Subject: Visual C++ error game2.exe and freezes
Posted by [DutchNeon](#) on Mon, 05 May 2008 23:43:01 GMT
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Never had this before, but recently, my game would freeze up, hearing an error sound, but was never able to see the error itself, as my PC would freeze entirely, which resulted in a reboot (CTRL + ALT + DEL and the windows button wouldn't work) or i was able to stop game2.exe through the 'End process' with CTRL + ALT DEL but then the error message was gone. Since some months, i am getting FPS drops randomly (fps going 5-7) too. Not sure if it has anything to do with it, but sometimes the game freeze would occur during FPS drops, sometimes going to FPS 1, and then resulting in a 100% freeze of my comp, which needed reboot.

Now today, i was playing on Jelly's Marathon server, and it happened again (3 times in less then an hour, which was new for me) But, i was able to see the error (while the backs screen was black). Visual C++ error, and something with the runtime. Its the classic Visual C++ error, like this one:

I am using Renguard, and the most updated (beta, the one from the site with and auto updater) Renegade Resurrection mod and the latest scripts.dll and stuff included with the script.dll (no bloom though).

Crashdump (not sure if this the one, but it was the only crashdump in my renegade folder) attached to the attachment.

File Attachments

1) [crashdump.txt](#), downloaded 145 times
