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Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Sat, 13 Sep 2008 02:39:22 GMT

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Poskov wrote on Fri, 12 September 2008 15:19:1. You guys know how when C&C Generals has a crash, it prints out a crash report which tells you exactly what caused it, such as an invalid line in an .ini?

You guys should make Renegade generate a crashdump.txt, like Generals, which tells you exactly what caused the error. Like, incorrect values etc. in the objects.ddb or .inis.

Renegade makes \_except.txt files stock, crashdump.txt files with non-ancient scripts versions, and minidumps in the debug folder with scripts 4.0. That is the scope of what is being done for finding out what crashed and where.

Incorrect values in presets/temps/etc can usually be spotted by LevelEdit if you know how to look at the "Debug Output Messages". If you'd like a tutorial, lemme know and I'll write it.

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