Saberhawk wrote on Tue, 30 June 2009 11:35Reaver11 wrote on Tue, 30 June 2009 09:47I think I know what your problem is.

The hud in Renegade is 2D. The rest is 3D. Your card fails to draw or correctly draw 3D shapes.

Last time I didnt understand that you still have the hud.

To me this indicates that somehow your videocard has difficulties switching to 3D mode. I know the menu has 3D parts but ingame is a full 3D part.

The only way to test this is load up the most heaviest game there is and keep alt-tabbing. If it crashes that means your videocard is dieing. If not it might be something else.

I have had this problem with a crossfire set of HD2900 XT. It appeared that the mainvideocard lost the ability to switch from 2D to 3D which means crash in my case.

In your case it looks asif it is corrupt which could be the 2D/3D draw unit or your videocards memmory.

Try the following:
-Clean the videocard.
-Check your airflow. (I cannot rule out overheating)
-Try alt+tabbing rappidly in a very heavy game. (It will make your pc slow but wont crash it and if it does then your 2D to 3D draw switch on your vidcard died)
-Try boosting the fan speed with Rivatunner.

Hope this helps you out a bit.

Interesting theory, but it's wrong. Renegade uses Direct3D for all it's rendering needs; this includes all "2D" objects and text which are drawn as "textured quads". This means that each box (or letter) on the screen is made up of two polygons. The HUD and all pieces of text on it are all really 3D objects drawn on the screen.

ok its nice that you pointed out that hes wrong but at least he tried to help. so do you have any suggestions??

remember all this worked fine before i reformatted my pc.