
Subject: Re: Keep Getting Error & Crashing
Posted by [OuTSMoKE](#) on Wed, 13 Jun 2012 21:59:52 GMT
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StealthEye wrote on Wed, 13 June 2012 11:49"Virtual function call" is a very generic error message. It could be related to anything, not necessarily graphics. I just had a quick look at the crashdumps, and they crashed in mss32.dll, which means that it is audio related. I can't tell from this quick analysis what exactly was the cause, but try checking/changing your audio settings.

There's not really much to change but I'll try...

Nope, still nothing. Anyone got any ideas? Since you said it's audio I would like to note I AM running with the audio pack from C&C Den.

(Insert time break here)

Ok so I removed the weapons audio wav files from my Data folder and reloaded the game, I haven't crashed yet, so it seems like TT5 doesn't like custom sounds, which sucks, cause these default sounds are laaaaaaaaame.

Can anyone shed further light on the dumps?
