Subject: RG fails to start

Posted by MaverickSS on Sun, 05 Nov 2006 23:09:48 GMT

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Here are two pics of what happens when i attempt to start RG.

i don't hate a 64 bit chip (P4 HT)

it has worked for over a year on this comp.

Norton is not the problem.

Could be windows updates, not sure, but is not KB917422.

have installed the "patcher" thing i found somewhere. did not help.

Any help would be greatly apprectiated.

Ty

File Attachments

1) bad rg.JPG, downloaded 611 times

Page 1 of 6 ---- Generated from

Command and Conquer: Renegade Official Forums





Mixcraft









Places

Logitech QuickCam

Windows Live Messenger

Godfathe...

Assignment... C



Google Earth

RenGuard 1.03: game.exe - Application Error



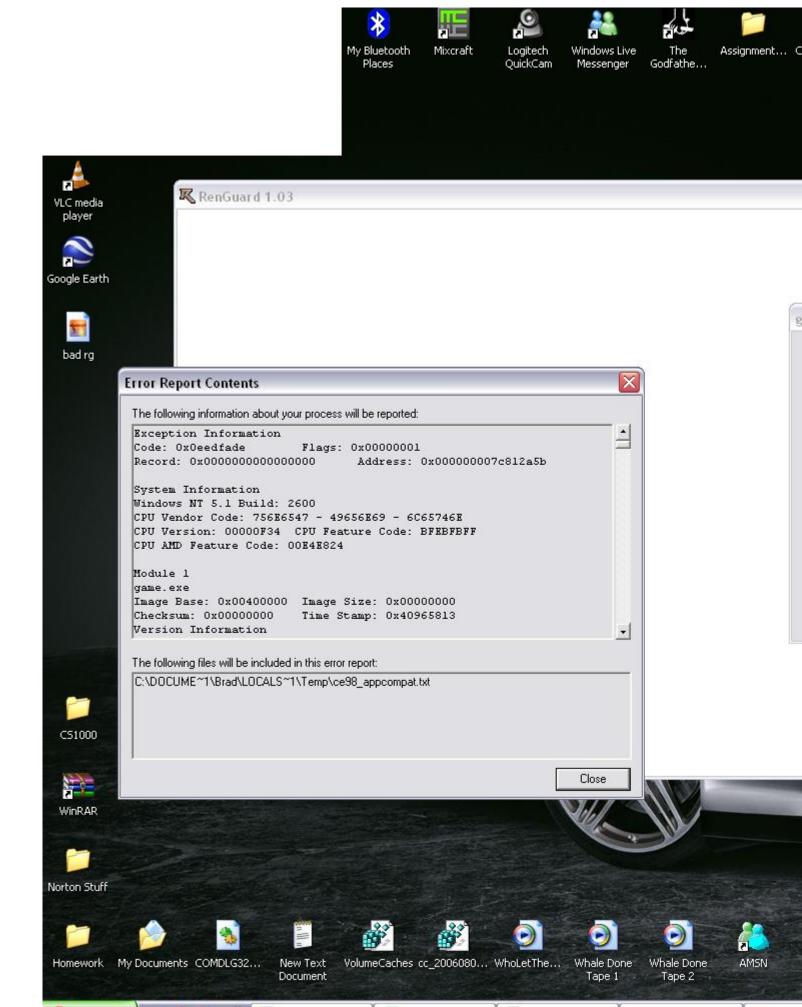
The exception unknown software exception (0x0eedfade) occurred in the

OK

Cancel



Page 3 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



Subject: Re: RG fails to start

Posted by =HT=T-Bird on Mon, 06 Nov 2006 00:58:15 GMT

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It's the darned kernel32.dll exception again... It seems that you DO have an EM64T-equipped CPU m8

Subject: Re: RG fails to start

Posted by MaverickSS on Mon, 06 Nov 2006 04:38:28 GMT

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you're kidding lol...

ok. but it has worked in the past..so how can i make it work now?

Subject: Re: RG fails to start

Posted by MaverickSS on Sun, 12 Nov 2006 08:25:06 GMT

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have also discovered that it is not the fact that I'm using First Decade. i reinstalled the regular Renegade, and still no luck. Same errors. Patched it, no luck. Go RG!!...

Subject: Re: RG fails to start

Posted by Carrierll on Sun, 12 Nov 2006 22:27:35 GMT

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It works fine on a 64 BIT CPU with 32 BIT OS incidentally. Don't even ask how I got into this mess.

Subject: Re: RG fails to start

Posted by MaverickSS on Mon, 13 Nov 2006 00:20:47 GMT

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they're telling me that's what i have, assuming Xp is a 32 bit OS.

how does one fix this...where's this 1.04 that was due out "in a few weeks" last febuary...

Subject: Re: RG fails to start

Posted by Goztow on Mon, 13 Nov 2006 07:35:21 GMT

I'd advice you to go to irc.n00bstories.com/renguard maybe they can give live help.

RG 1.04 is delayed a lot due to a lack of a coder finishing what he started. Don't blame that coder though, he's a volunteer and prolly has a lot of other stuff to do as well.

Subject: Re: RG fails to start

Posted by MaverickSS on Tue, 14 Nov 2006 06:17:55 GMT

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i dont' want to blame him i've done my share of coding and it sucks ass. I'm just saying that there shouldn't have been any hype over 1.04 2 years before it came out. to irc.n00bstories.com/renguard i am.

Subject: Re: RG fails to start

Posted by Carrierll on Tue, 14 Nov 2006 18:13:22 GMT

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There's the catch, some copies of XP are 32, and others are 64. I know mine's 32 bit, RG still works.