Subject: Game.exe has encountered a problem!
Posted by Ryu on Mon, 20 Nov 2006 16:19:03 GMT
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Well, When I click Renegade, RG Starts up fine, then comes up with this error.. Is there any solution what doesn't involve me re-installing RenGuard / Renegade?

(I'm running Windows XP SP2, 34bit, First time for this error.)

If not I guess i'm forced to.. Also could anyone tell me what the problem is? Just so I don't do it next time.

SS:

File Attachments

1) Game.exe..jpeg, downloaded 1287 times

Recycle Bin
Our Server.
Bodyrox ft. Luciana - Ye...
Internet Explorer
1732_qmod...
ATI Catalyst Control Cente
CuteFTP 7 Professional
Fraps
Guild Wars
Nero StartSmart
Skype
Xfire
New Folder
cstrike_30
1337_blood...
vlokt jesus mode
Default
Azureus 3D View Vid
RenGuard 1.03
COMMAND & CONQUER RENEGADE
Experience C&C from a whole new perspective.
Community MOTD
Server List
Beginner's Guide
Help
About RenGuard
RenGuard.com
Support Chat
Renegade Wiki
Visit the ult
Top 5 Servers f
GSA
KOTQ Sniper
(Player counts s
Game.exe
Game.exe has encountered a problem and needs to close. We are sorry for the inconvenience.
If you were in the middle of something, the information you were workin might be lost.
Please tell Microsoft about this problem.
We have created an error report that you can send to us. We will treat this report as confidential and anonymous.
To see what data this error report contains, click here
Send Error Report
Don't
Current News
[16:12] Trying to connect to server #1...Connected
[16:12] Secure link established.
[16:12] Welcome to RenGuard , Bl4ckDmon!
[16:12] To launch Renegade, please click 'Renegade'.
[16:12] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.
Renegade
Options
RenGuard 1.03 - 305 user(s) on 68 server(s).
wirestyle vs silvatrez vs concretepoet
Start
Niteçr4Lr [NL] ...
22. Daft Punk - High ...
Renegade Public Foru...

Subject: Re: Game.exe has encountered a problem!
Posted by danpaul88 on Mon, 20 Nov 2006 18:14:16 GMT
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Alex wrote on Mon, 20 November 2006 16:19(I'm running Windows XP SP2, 34bit, First time for this error.)

Do you mean 32 or 64 bit? You seem to have a bit of each there, and I don't like to assume

Based on the fact you have the RG window open I think you meant 32bit, does the problem occur every time or just now and then? Perhaps try waiting a bit longer before clicking anything, give it a chance to finish loading.

Subject: Re: Game.exe has encountered a problem!
Posted by Nightma12 on Mon, 20 Nov 2006 18:58:16 GMT
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do you have the DirectX patch?

the DirectX + Xfire conflict and make RG crash

Subject: Re: Game.exe has encountered a problem!
Posted by danpaul88 on Mon, 20 Nov 2006 19:08:00 GMT
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Good idea nightma, if you did install the D3D9 patch make sure xfire ingame for renegade is either disabled, or correctly pointing to game2.exe instead of game.exe

Subject: Re: Game.exe has encountered a problem!
Posted by Ryu on Tue, 21 Nov 2006 04:50:47 GMT
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First off: 32BIT! lol, My Bad

Second: the D3D9 patch, I gave it ago but honestly, I didn't see a difference, And when I start RenGuard for the first time, Nothing happens, when I start it again, It crashes..

sorry for replying soo late, I had to go to bed yesterday, I was almost sleeping on my chair!

Subject: Re: Game.exe has encountered a problem!

Posted by Ryu on Tue, 21 Nov 2006 13:09:44 GMT
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Nightma12 wrote on Mon, 20 November 2006 12:58do you have the DirectX patch?

the DirectX + Xfire conflict and make RG crash

(took to long, Couldnt edit last post)

Yea I stayed logged out with Xfire, and RG Didn't crash, I guess it was just Xfire GRR!!

Case closed.