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 1506 times

RenGuard 1.03

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Current News

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 working 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

[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).

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

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

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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

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.