Subject: Crash
Posted by c0vert7 on Fri, 27 Jul 2007 17:00:33 GMT
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I dont know whats up with this, I was playing bad dog gaming with a few friends and after like 3 mins I crashed, I got back in crashed about 2 mins, rejoined and crashed instantly, I set my internet connection to lan/t1 and was playing for about 10 mins and it crashed again. I said fuck it and went to bed, I figured it was just the server and me reacting. Now I went into old skool sniper got a sniper and crashed... The game just shuts off and renguard doesnt say anything tried with and without renguard same thing.

I will say this happened when I went from scripts 3.4 to 2.9 due to me not wanting the shaders. I think this is my latest crash dump too.

File Attachments
1) crashdump18.txt, downloaded 344 times

Subject: Re: Crash
Posted by danpaul88 on Fri, 27 Jul 2007 17:08:27 GMT
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2.9.2's crashdump is called crashdump.txt, only 3.4 + create crashdump<number>.txt files, so this is either the wrong crashdump or you are still running 3.4 scripts.dll

Subject: Re: Crash
Posted by c0vert7 on Fri, 27 Jul 2007 17:16:14 GMT
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Hmmm mabey thats why its crashing? I have the scripts.dll scripts2.dll from 2.9 mabey theres still some 3.4 stuff combining making me crash?

Subject: Re: Crash
Posted by c0vert7 on Fri, 27 Jul 2007 17:21:22 GMT
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Now replaced scripts from 2.9 3times and still crashing.

Subject: Re: Crash
Posted by =HT=T-Bird on Fri, 27 Jul 2007 17:55:02 GMT

c0vert7 wrote on Fri, 27 July 2007 12:21Now replaced scripts from 2.9 3times and still crashing. Make sure that d3d8.dll and shaders.dll are gone from your Renegade folder.

Subject: Re: Crash
Posted by c0vert7 on Fri, 27 Jul 2007 19:28:18 GMT

there gone...

Subject: Re: Crash
Posted by c0vert7 on Fri, 27 Jul 2007 19:33:37 GMT

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File Attachments
1) crashdump.txt, downloaded 220 times
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Subject: Re: Crash
Posted by danpaul88 on Fri, 27 Jul 2007 23:34:26 GMT

According to the crashdump you posted the error is occuring in game2.exe, which usually (but not always) implies the problem is in renegade itself and not the scripts...

Subject: Re: Crash
Posted by Yrr on Fri, 27 Jul 2007 23:52:29 GMT

danpaul88 wrote on Sat, 28 July 2007 01:34According to the crashdump you posted the error is occuring in game2.exe, which usually (but not always) implies the problem is in renegade itself and not the scripts...

Rubbish, can be a bug in any loaded library. In this case it crashes when unloading a texture - a bug I see quite often on clients with scripts.

Subject: Re: Crash
Posted by c0vert7 on Sat, 28 Jul 2007 00:33:11 GMT

It stopped now so...