
Subject: Renguard error

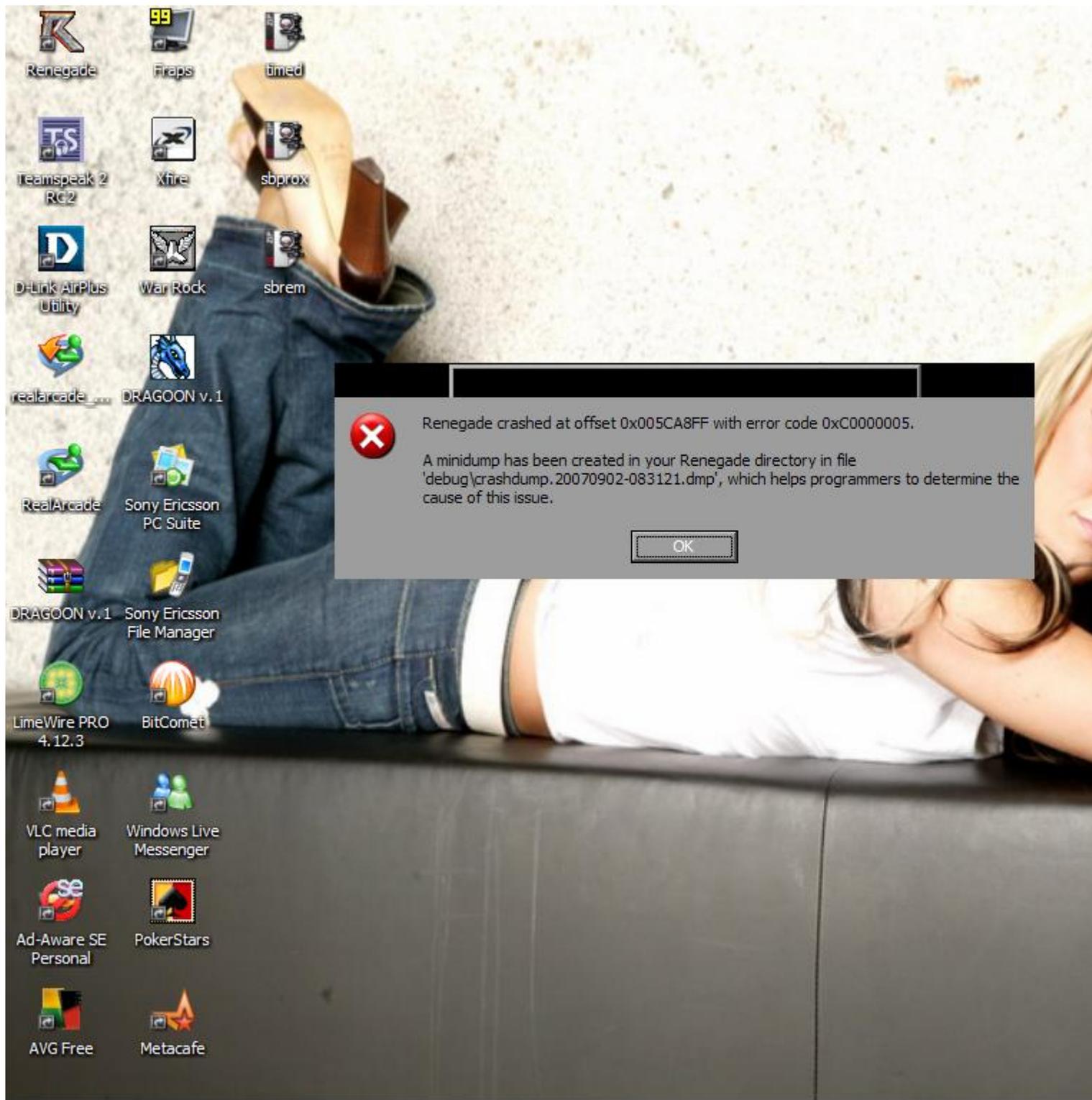
Posted by [FuXm3TaL](#) on Tue, 04 Sep 2007 15:53:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK i been gettign this error for about 2 weeks now i think...the error happens ingame after i play so long(dno how many minutes, hours into the game this happens)...hmmm sooo if you know why im gettign this error and know a way i can stop this from happening please help me ty..

File Attachments

1) [rg error WTF!.JPG](#), downloaded 992 times



Subject: Re: Renguard error

Posted by [Goztow](#) on Tue, 04 Sep 2007 18:48:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Renguard error

Posted by [FuXm3TaL](#) on Tue, 04 Sep 2007 18:53:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

....dont understand it lol plus im not using vista..

Subject: Re: Renguard error

Posted by [Carrierll](#) on Tue, 04 Sep 2007 22:20:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

This has everything to do with Renegade, not Renguard. Anyways.

Does Installing Scripts 3.4.1 help?

I get something similar when I quit Renegade but I can just live with it.

Subject: Re: Renguard error

Posted by [Goztow](#) on Wed, 05 Sep 2007 09:02:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

You may also want to post the dump-file that was created (as the error specifies).

Subject: Re: Renguard error

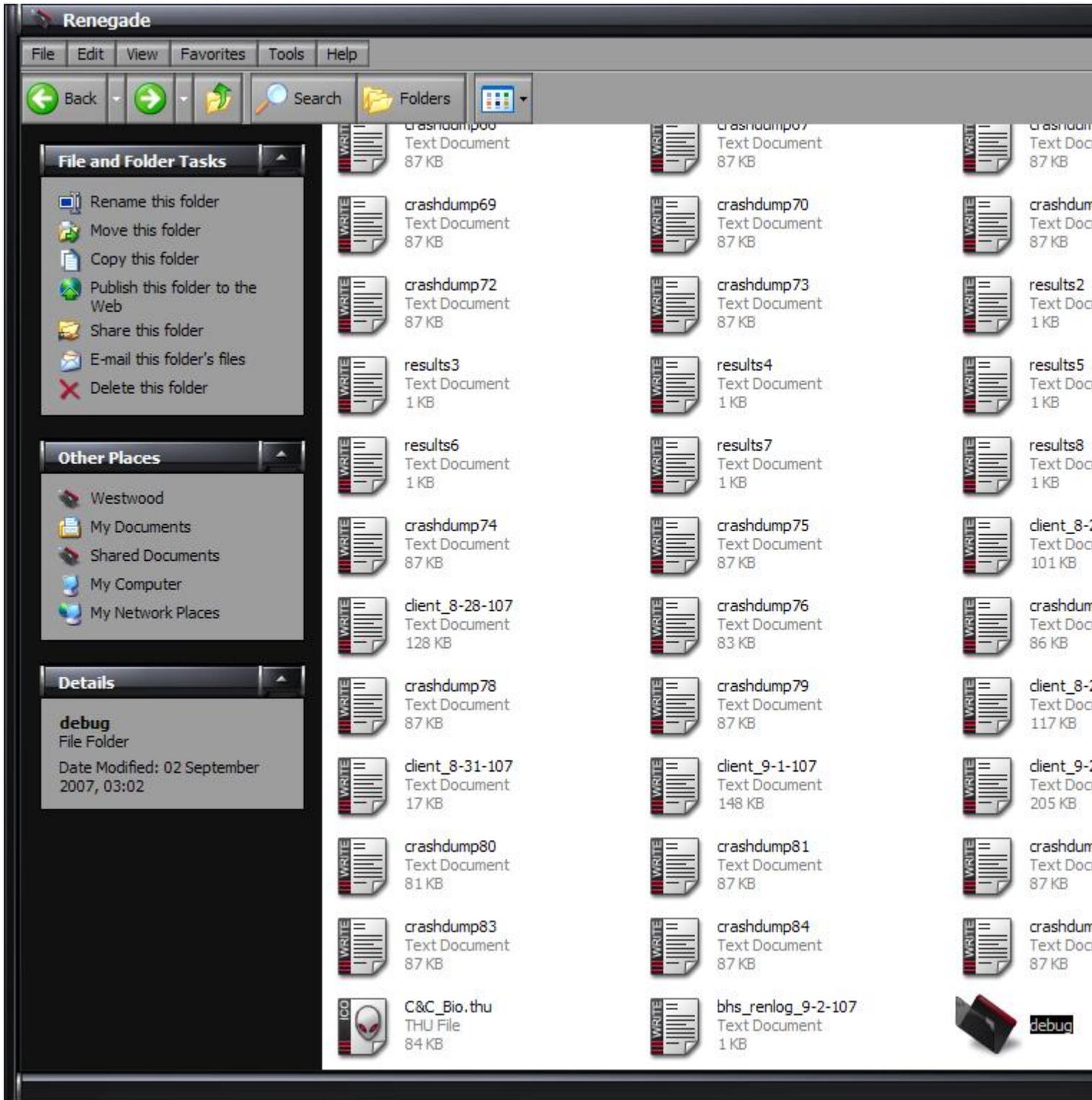
Posted by [FuXm3TaL](#) on Wed, 05 Sep 2007 16:17:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

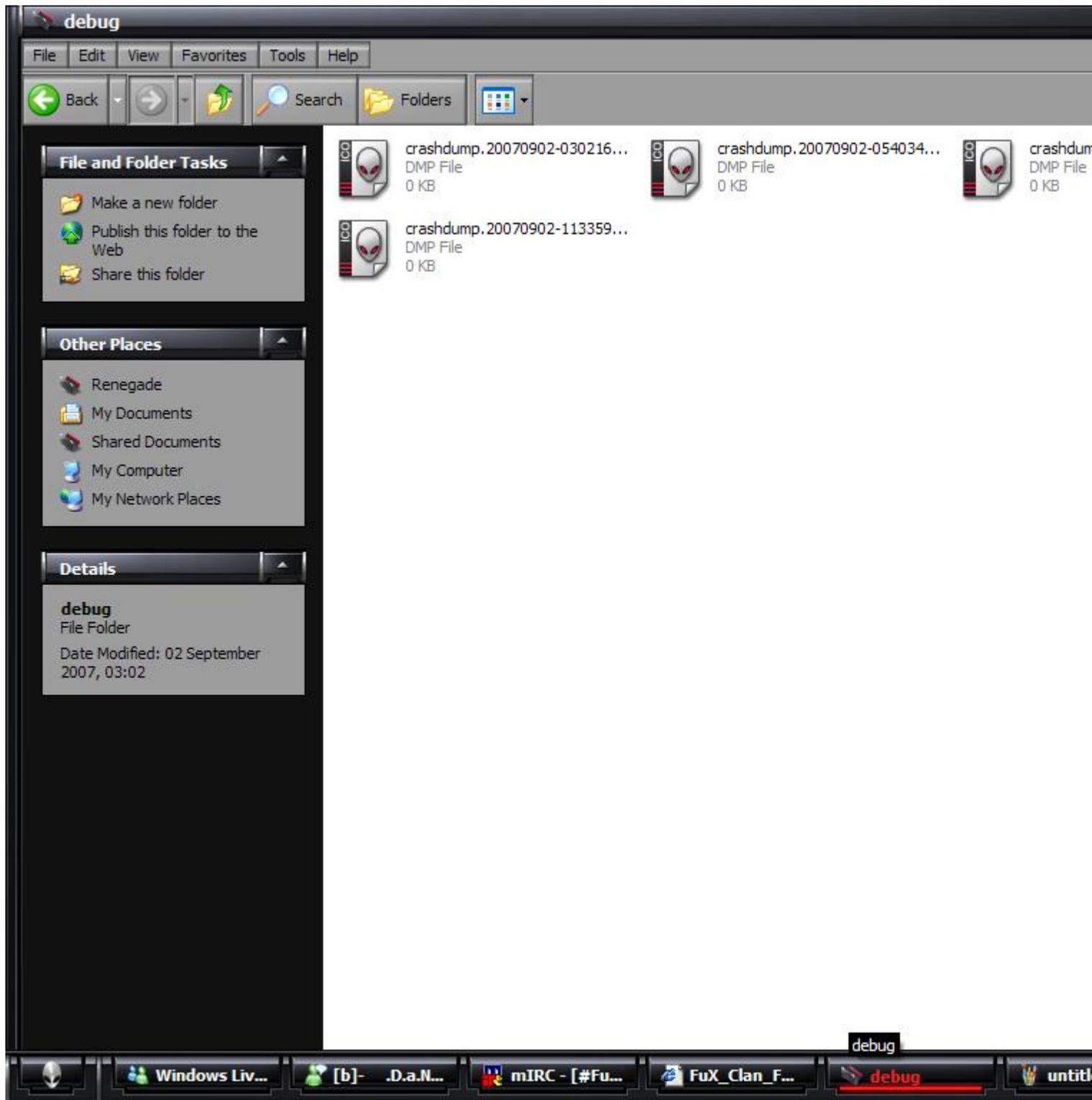
ok here they are..

File Attachments

1) [ren folder.JPG](#), downloaded 795 times



2) [inside.JPG](#), downloaded 793 times



Subject: Re: Renguard error

Posted by [danpaul88](#) on Wed, 05 Sep 2007 17:34:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

sigh we don't want a picture of the crashdump files, we want the actual FILES uploaded, so that the programmers of scripts.dll can look at them and see what's going wrong.

EDIT: And, from what I can tell that seems to be a debug build of the scripts.dll, which you should certainly NOT be using unless you develop code for scripts.dll, as it results in much lower performance... unless jonwil changed the scripts to output crashdumps to a debug folder now..

Subject: Re: Renguard error
Posted by [Carrierll](#) on Thu, 06 Sep 2007 08:44:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Danpaul, he did.
