Subject: Crash
Posted by Nightma12 on Sun, 25 May 2008 14:22:11 GMT
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any ideas?

File Attachments
1) crashdump.txt, downloaded 227 times

Subject: Re: Crash
Posted by CarrierII on Sun, 25 May 2008 17:21:16 GMT
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Using 3.4.4? I think it's related to that

Subject: Re: Crash
Posted by Nightma12 on Sun, 25 May 2008 17:33:32 GMT
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2.9

Subject: Re: Crash
Posted by CarrierII on Sun, 25 May 2008 19:35:04 GMT
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I never got that w/ 2.9.2

Subject: Re: Crash
Posted by Nightma12 on Sun, 25 May 2008 22:06:37 GMT
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it is 2.9.2 lol

Subject: Re: Crash
Posted by CarrierII on Mon, 26 May 2008 18:07:25 GMT
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It could be anything, the error itself looks like an attempt to use an uninitialised pointer, which

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means that scripts is probably responsible, but my C++ sucks, so I couldn't find it.

Subject: Re: Crash
Posted by Yrr on Mon, 26 May 2008 21:05:46 GMT
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CarrierII wrote on Mon, 26 May 2008 20:07It could be anything, the error itself looks like an attempt to use an uninitialised pointer, which means that scripts is probably responsible, but my C++ sucks, so I couldn't find it.

omg

Subject: Re: Crash
Posted by Nightma12 on Mon, 26 May 2008 22:09:36 GMT
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haha lol

It says in the crashdump that its caused in game.exe

Subject: Re: Crash
Posted by CarrierII on Tue, 27 May 2008 08:36:20 GMT
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Equally, it could be in there, and my ASM is worse than my C++ (Read: nonexistant)

(The reason I am blaming scripts is I have never had that on a vanilla Renegade install - although you can't play on most servers decently without 2.9.2)

Subject: Re: Crash
Posted by danpaul88 on Tue, 27 May 2008 10:44:08 GMT
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game.exe can crash due to scripts.dll giving it dodgy parameters for functions and whatnot, which could be why the crashdump appears to come from game.exe. As for the cause, I have no idea.

Subject: Re: Crash
Posted by Yrr on Tue, 27 May 2008 17:14:25 GMT

The module where the crash occurred does not help you very much in this case. A crash in game.exe could be a bug in Renegade or scripts.dll. A crash in scripts.dll could also be a bug in Renegade or scripts.dll (though first one is less likely).

Looking at the dump and the code, this is a really scary bug which is almost impossible to happen Oo

Does it happen without Custom Scripts?

Subject: Re: Crash
Posted by CarrierII on Tue, 27 May 2008 21:32:34 GMT

CarrierII wrote on Tue, 27 May 2008 09:36...

(The reason I am blaming scripts is I have never had that on a vanilla Renegade install - although you can't play on most servers decently without 2.9.2)

Well, it's never happened to me, as I already stated.

Subject: Re: Crash
Posted by Nightma12 on Wed, 28 May 2008 01:05:14 GMT

just reinstalled and tried 3.4.4

crashes

trying vanilla install now

Subject: Re: Crash
Posted by Nightma12 on Wed, 28 May 2008 01:13:38 GMT

No scripts also crashes...

Hers the crash dump from 3.4.4

and the _except from vanilla ren =/

Subject: Re: Crash
Posted by mrÃ£Ã§Ä·z   on Wed, 28 May 2008 14:05:38 GMT
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Deinstall Renegade and restart PC. Then when you restrtet your PC reinstall Renegade that should fix the Problemm, and BEFORE you shutdown your PC check if theres still a "Renegade" folder.

Subject: Re: Crash
Posted by Nightma12 on Wed, 28 May 2008 15:31:08 GMT
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thats what i done when i reinstalled?

Subject: Re: Crash
Posted by Nightma12 on Wed, 28 May 2008 19:32:23 GMT
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Quote:Looking at the dump and the code, this is a really scary bug which is almost impossible to happen Oo

Why would you say its scary and impossible to happen? 0.o

Just tried updating all my drivers.... fail =/

Subject: Re: Crash
Posted by Yrr on Wed, 28 May 2008 21:10:29 GMT
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Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidently has a value causing the addition to be zero

Subject: Re: Crash
Posted by Ryu on Thu, 29 May 2008 23:17:35 GMT
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Yrr wrote on Wed, 28 May 2008 22:10Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidently has a value causing the addition to be zero

So Yrr, you're trying to say that game.exe is dividing by zero?!

OH GOD WE'RE ALL DOOMED!!

Subject: Re: Crash
Posted by CarrierII on Fri, 30 May 2008 08:46:37 GMT
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No, it just added an essentially random number to a pointer, then tried to use it (is how I understand it)

Subject: Re: Crash
Posted by Yrr on Fri, 30 May 2008 17:07:27 GMT
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Ryu wrote on Fri, 30 May 2008 01:17Yrr wrote on Wed, 28 May 2008 22:10Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidently has a value causing the addition to be zero

So Yrr, you're trying to say that game.exe is dividing by zero?!

OH GOD WE'RE ALL DOOMED!!

No, game.exe tries to access memory at address 0, but there is no available memory.

CarrierII wrote on Fri, 30 May 2008 10:46No, it just added an essentially random number to a pointer, then tried to use it (is how I understand it)

?

Subject: Re: Crash
Posted by Ryu on Fri, 30 May 2008 17:51:42 GMT
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Yrr wrote on Fri, 30 May 2008 18:07Ryu wrote on Fri, 30 May 2008 01:17Yrr wrote on Wed, 28 May 2008 22:10Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidently has a value causing the addition to be zero

So Yrr, you're trying to say that game.exe is dividing by zero?!

OH GOD WE'RE ALL DOOMED!!

No, game.exe tries to access memory at address 0, but there is no available memory.

I was joking..

Subject: Re: Crash
Posted by Yrr on Sat, 31 May 2008 02:20:48 GMT
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Ryu wrote on Fri, 30 May 2008 19:51Yrr wrote on Fri, 30 May 2008 18:07Ryu wrote on Fri, 30 May 2008 01:17Yrr wrote on Wed, 28 May 2008 22:10Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidently has a value causing the addition to be zero

So Yrr, you're trying to say that game.exe is dividing by zero?!

OH GOD WE'RE ALL DOOMED!!

No, game.exe tries to access memory at address 0, but there is no available memory.

I was joking..

In this forum I cannot distinguish between programming jokes and newbie statements

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Subject: Re: Crash
Posted by Nightma12 on Sat, 31 May 2008 10:10:35 GMT
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lol... so..... what to do?

Subject: Re: Crash

Posted by CarrierII on Sat, 31 May 2008 11:08:33 GMT
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You sigh heavily?

Subject: Re: Crash
Posted by =HT=T-Bird on Sat, 31 May 2008 13:45:57 GMT
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Time to whip out the debugger I see...

Subject: Re: Crash
Posted by mrÃ£Ã§Ä·z on Sat, 31 May 2008 17:24:05 GMT
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Its because you created bugged [NR], now Renegade deslikes you

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Subject: Re: Crash
Posted by Nightma12 on Fri, 06 Jun 2008 00:37:32 GMT
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Well i found out what was causeing it

CPU overheating lol

Subject: Re: Crash
Posted by CarrierII on Fri, 06 Jun 2008 08:27:42 GMT
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Ooh, that's interesting.

Subject: Re: Crash
Posted by Nightma12 on Fri, 06 Jun 2008 09:33:04 GMT
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yup. i reformatted.. and then the XP installer started blue screening =/ Which is never good.. lol

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Subject: Re: Crash

Posted by Yrr on Fri, 06 Jun 2008 11:19:05 GMT
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So if your CPU is damaged it would explain the unexplainable error

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Subject: Re: Crash
Posted by Nightma12 on Fri, 06 Jun 2008 11:23:53 GMT
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well accually i just underclocked it Waiting for new cooling to come in post so i can clock it back up again

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Subject: Re: Crash
Posted by AuroraAlphaHL2 on Thu, 03 Jul 2008 04:37:09 GMT
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renegade has no problems with me. cause i have the first decade. The renegade itself is very buggy.