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Subject: Crash in Game

Posted by [yosh](#) on Sun, 13 Jul 2008 20:58:01 GMT

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Hi, I recently decided to start playing Renegade on a 'nicer' desktop instead of my old laptop, but now the game crashes and freezes my computer within one minute of play time. The music continues after the screen locks up and after the keyboard stops working, but is very choppy.

-This has happened every time I run Renegade on my current machine.

-It seems to happen regardless of being in multiplayer or campaign.

-Pentium 4, 2.8 GHz

-2.0 GB RAM

-NVidia Geforce 6200

-WinXP Pro SP3

-I have never used Renguard, I was just playing the campaign for fun

At first, I tried downloading the 1.037 patch, which changed nothing, then I tried the "scripts344" patch on this website (again, nothing), then I tried updating my Nvidia driver to 6.14.11.7519, the most current (Still nothing).

I would really appreciate any help at all, thanks!

-Yosh

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Subject: Re: Crash in Game

Posted by [Goztow](#) on Sun, 13 Jul 2008 22:42:16 GMT

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Sound like an overheating problem. Do your fans work properly?

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Subject: Re: Crash in Game

Posted by [yosh](#) on Sun, 13 Jul 2008 23:18:45 GMT

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I think so, they come on (I can hear them) and on other games the graphic card's fan comes on after an hour or so of play time. Is there a way to check for sure (other than play a game I know works for an hour)?

edit: also, this crash happens within 3-5 minutes of turning on the computer from being turned off overnight (about 8 hours). Can it overheat that fast?

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Subject: Re: Crash in Game

Posted by [nope.avi](#) on Mon, 14 Jul 2008 01:17:42 GMT

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I had the same thing happen to me in CounterStrike:Source, I'd fire it up and after about 2 minutes it'd loop the sounds and crash. It turned out that it didn't have enough flood memory or something. Exiting programs and background programs fixed my problem.

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Subject: Re: Crash in Game  
Posted by [Veyrdite](#) on Mon, 14 Jul 2008 03:29:59 GMT  
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Google Speed Fan. If anything hits 80\*c+ while you are playing the game, then heat is your problem.  
Some bios allow you to change the fan settings to a single (fast but noisy) speed

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Subject: Re: Crash in Game  
Posted by [yosh](#) on Mon, 14 Jul 2008 04:33:44 GMT  
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I don't get it, I installed speed fan, and the game begins to crash per normal, but I have speed fan up on a secondary monitor, with task manager for good measure. Instead of the whole computer locking up, alt tab works a few seconds in. clicking back into the game, it locks up and closes itself (without crashing windows). Now when I play, nothing locks up. The GPU only hits about 62\* C throughout.

Strange...

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Subject: Re: Crash in Game  
Posted by [Goztow](#) on Mon, 14 Jul 2008 08:41:44 GMT  
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Well, it prolly isn't an overheating problem, 'cause then you wouldn't be able to alt-tab...

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Subject: Re: Crash in Game  
Posted by [Lone0001](#) on Mon, 14 Jul 2008 08:57:27 GMT  
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Are you using the Stand-Alone version of Renegade, I'm assuming you are.

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Subject: Re: Crash in Game  
Posted by [yosh](#) on Mon, 14 Jul 2008 23:36:24 GMT

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I think it is the stand alone, it came as a bundle with Tiberian Sun and a couple other C&C games, each with their own CD keys (I bought it right before the first decade became available)

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Subject: Re: Crash in Game  
Posted by [Lone0001](#) on Tue, 15 Jul 2008 01:32:12 GMT  
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Yes that would be stand alone Renegade, look in your renegade folder and see if you have any crashdump files.

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Subject: Re: Crash in Game  
Posted by [Veyrdite](#) on Thu, 17 Jul 2008 03:07:34 GMT  
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Do you have the latest directX? If you are running 10 then downgrade to 9, otherwise just install 9.

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Subject: Re: Crash in Game  
Posted by [saberhawk](#) on Fri, 18 Jul 2008 07:08:58 GMT  
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Dthdealer wrote on Wed, 16 July 2008 22:07Do you have the latest directX? If you are running 10 then downgrade to 9, otherwise just install 9.

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DirectX 10 is a different API than DirectX 9

It's like comparing apples and oranges. Sure, they are both fruits, but they are otherwise totally different... You cannot "downgrade" from one to another, they are both installed.

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Subject: Re: Crash in Game  
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 01:02:17 GMT  
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Exactly why renegade is (probably) having problems with it.

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Subject: Re: Crash in Game  
Posted by [Carrierll](#) on Mon, 21 Jul 2008 09:50:18 GMT

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No, because Renegade says:

"I want this DirectX9 function from this DirectX9 library"

And that function is called.

The DirectX10 libraries do nothing whilst Renegade is running, unless you're running a DX10 application as well.

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Subject: Re: Crash in Game

Posted by [Romaner](#) on Mon, 21 Jul 2008 17:28:30 GMT

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to me it sounds like a driver problem... try using driver sweeper to remove all of you video drivers then reinstall them again, using the latest ones. if nothing else you would put that guess to rest. after all you dont seem to find the solution as of right now.

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