
Subject: RR makes server crash

Posted by [Dean20056](#) on Tue, 12 Jan 2010 22:25:34 GMT

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Hi I recently installed Renegade Resurrection on my server which is running coop beta 3.0 made by zunnie but for some reason the server randomly crashes. like i could join play a map and when loading the next map it would crash sometimes. Also when a player leaves it would crash or if the time limit runs out with someone ingame it will crash aswell. just wondering if anyone else has had these problems and knows how to fix them lol

Edit running windows 7 on the computer the server is hosted on if that helps

Subject: Re: RR makes server crash

Posted by [Sladewill](#) on Wed, 13 Jan 2010 21:46:03 GMT

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running as admin?

Subject: Re: RR makes server crash

Posted by [Dean20056](#) on Wed, 13 Jan 2010 23:52:02 GMT

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yeah set it to run as admin and hi slade lol

Subject: Re: RR makes server crash

Posted by [Sladewill](#) on Thu, 14 Jan 2010 13:10:02 GMT

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hey, erm. Right the server runs fine with co-op on its own and fine with RR server on its own?

Subject: Re: RR makes server crash

Posted by [Dean20056](#) on Thu, 14 Jan 2010 15:35:57 GMT

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oh dam I just had another look at what I posted and I did not explain it right (it was late lol) The coop works fine and never crashes and then when I install RR and edit / rename the files the server will start fine and it lets people join but when someone leaves it will crash or if the time on a map runs out with someone ingame it will crash and it does random crashes like that all the time with RR installed.

Subject: Re: RR makes server crash
Posted by [Sladewill](#) on Thu, 14 Jan 2010 22:41:44 GMT
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i dont think its RR that's crashing it, i believe its the instability of SSGM Co-op. I notice that when players leave my server, just normal SSGM the server will sometimes close.

Subject: Re: RR makes server crash
Posted by [robbyke](#) on Fri, 01 Oct 2010 23:27:02 GMT
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i have the same problem but i dont have a coop server but my game crashes when new map loads
