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Subject: Problem starting up - FIXED

Posted by [\[RG\]Aslyfox](#) on Mon, 25 Jan 2010 14:33:29 GMT

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Earlier on today I was able to run renegade fine. Later on I installed a fair few skins and HUD skins and bugged up my ren :/

When I start it, it will show a black screen, but won't progress to the main Menu. After this, one of 3 things will happen.

It will either:

close down with no warning message;

close down with a warning message;

stay on the black screen and do nothing.

this is the warning message:

"renegade crashed at offset 0x128207DA with error code 0xC0000005  
a minidump has been created in your renegade directory"

I was able to resolve this issue and the screen loaded by deleting a few of the skin files out of my ren directory, but I installed a few more and this issue happened again, and i'm unable to resolve it this time.

Anyone know how to fix this? Or should I just abandon all hope, and start the long process of re-installing.

EDIT: Appears to have fixed itself after I tried installing another skin.  
Hmm, does anyone know why this happened though?

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Subject: Re: Problem starting up - FIXED

Posted by [Goztow](#) on Mon, 25 Jan 2010 19:57:34 GMT

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0xC0000005 usually indicates an access problem. U tried runningi n admin mode?

Skins are evil anyway.

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Subject: Re: Problem starting up - FIXED

Posted by [Carrierll](#) on Mon, 25 Jan 2010 21:47:39 GMT

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Black screen with sound is the classic issue with installing earlier versions of scripts over the 3.X series, did any of your skins come with scripts.dll modifications?

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Subject: Re: Problem starting up - FIXED  
Posted by [\[RG\]Aslyfox](#) on Tue, 26 Jan 2010 20:22:06 GMT  
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I didn't have any sound Carrier, and I was running in admin mode.  
I actually found out what the problem was, although I have absolutely no idea why it would affect my renegade so much.

one of the huds I installed had building health bars, and while i copied parts of a broken hud.ini into a working hud.ini, i noticed it was one line of code that was messing up my ren.

Text\_Font=font6x8.tga

This line refers to the size of the writing of the building health writing, when I removed this line, my renegade started perfectly fine and the only difference ingame was the size of the writing of the BB health was a bit bigger than it had been in the screenshot i was shown of the HUD.

Seeing as this line referred to something which only applied when i was ingame, why would it not even let me get to the main menu? which wasn't affected by this piece of code at all.

Edit: And no, none of them had any scripts.dll modifications

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Subject: Re: Problem starting up - FIXED  
Posted by [CarrierII](#) on Tue, 26 Jan 2010 23:30:31 GMT  
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Probably a safety device, scripts.dll would prevent Ren loading in the event that any of the custom scripts.dll code (including the hud.ini stuff) has missing files or other problems so you don't get a crash in a game (making the source of the error more obvious, as Ren likes to crash anyways).

Hi Fox!

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Subject: Re: Problem starting up - FIXED  
Posted by [\[RG\]Aslyfox](#) on Wed, 27 Jan 2010 17:00:13 GMT  
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Hi Carrier!

I'm fairly certain that's not the reason, as the person who gave me the hud.ini said it worked perfectly for him. The only difference was that one line of code had to be removed from my hud.ini

He said that font size is in the always.dat as he doesn't have that font in his renegade folder, yet our always.dat files were exactly the same size so mine should have had it as well!

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