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Subject: New update seems to be crashing far more often.  
Posted by [Jerad2142](#) on Sun, 18 Dec 2011 01:09:47 GMT  
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It displays that top error message first and then the second, but besides those two error windows I can't find any other files TT is dumping out; well, besides the "\_asset\_errors.txt" file which lists missing files that usually display on the computer so I don't know what it's on.

### File Attachments

1) [Blah.bmp](#), downloaded 763 times

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Subject: Re: New update seems to be crashing far more often.  
Posted by [iRANian](#) on Sun, 18 Dec 2011 01:33:43 GMT  
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I have had one crash so far since the public release of beta 3.

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Subject: Re: New update seems to be crashing far more often.  
Posted by [Jerad2142](#) on Sun, 18 Dec 2011 03:30:52 GMT  
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Deleting Always3.dat greatly stabilizes it (when I was working with Rp2 I noticed that Always2.dat alone makes ren less stable (at least when it is big) so I deleted always3.dat in Renegade, and now I can play whole rounds without crashing every five minutes again).

iRANian wrote on Sat, 17 December 2011 18:33 I have had one crash so far since the public release of beta 3.  
It'll happen more if you have a mix with modified w3d's in it.

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Subject: Re: New update seems to be crashing far more often.  
Posted by [StealthEye](#) on Mon, 19 Dec 2011 00:10:48 GMT  
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It must have generated a dump in My Documents/Renegade/Client/debug...

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Subject: Re: New update seems to be crashing far more often.  
Posted by [Gohax](#) on Mon, 19 Dec 2011 00:11:28 GMT  
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I haven't crashed at all in beta3.

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Subject: Re: New update seems to be crashing far more often.

Posted by [liquidv2](#) on Mon, 19 Dec 2011 01:49:13 GMT

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i used to get the top message all the time but with the newest release i have yet to crash even once

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Subject: Re: New update seems to be crashing far more often.

Posted by [Jerad2142](#) on Wed, 21 Dec 2011 03:39:03 GMT

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Okay, here are the 3 crash dumps that I got before I deleted always3.dat. The crashes always happened within the first 5 minutes of the round, and they happened on a mix that contained modified temps, w3ds, emitters, textures, sounds and sound emitters. The computer was playing client on LAN.

#### File Attachments

1) [crashdump.20111218-010416-r4558-n1.zip](#), downloaded 241 times

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Subject: Re: New update seems to be crashing far more often.

Posted by [StealthEye](#) on Wed, 21 Dec 2011 13:39:53 GMT

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There seems to be a preset with id 1000000085 on the server, but not on the client. That is the cause of the problem for the three dumps. It's a definitions/presets/temps issue; I find it unlikely that it would be related to always2/3.dat or any mix or w3d for that matter.

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Subject: Re: New update seems to be crashing far more often.

Posted by [Jerad2142](#) on Wed, 21 Dec 2011 22:09:31 GMT

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1000000085 is an exact temp clone of the preset "Daves Arrow" for the solo purpose so that I can make sure custom messages are being sent from the correct message. In addition its 3D model is also changed on create, however, the server and client are both running the same version of the mix and the only difference between the client and the server is the server is running non-dedicated 3.4.4. Beings the client computer is sitting 15 feet away from the host it's not like I wasn't able to make sure it wasn't running the same version or anything like that. In addition, it seems unlikely that it would crash 3 times in a row, each time within the first 5 minutes of the game; then after deleting always3.dat we were able to run several 30+ minute rounds without a crash.

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Subject: Re: New update seems to be crashing far more often.  
Posted by [StealthEye](#) on Fri, 23 Dec 2011 01:39:06 GMT  
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Please put always3.dat back (and nothing else ) and test if it happens again.

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Subject: Re: New update seems to be crashing far more often.  
Posted by [liquidv2](#) on Fri, 23 Dec 2011 04:25:32 GMT  
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every time i passed a specific place on Islands as GDI (facing the nod ref / base entrance) i would crash

i crashed 4 times in this general area

i clicked to fire a mrls rocket and heard a noise that showed i was clicking on the desktop or a window below ren; ren simply closed and i had to minimize the window, close the error box, and reopen it

only 4 times on one map, it's not so bad

is there a crash dump or something i can find that might help you figure out why it did this

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Subject: Re: New update seems to be crashing far more often.  
Posted by [iRANian](#) on Fri, 23 Dec 2011 05:37:24 GMT  
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Go to My Documents -> Renegade -> client -> debug and ZIP and upload the last few crashdump files.

Could you make a screenshot of the location where this happens?

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Subject: Re: New update seems to be crashing far more often.  
Posted by [liquidv2](#) on Fri, 23 Dec 2011 08:46:24 GMT  
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no, because i crash

just kidding i'll look into this tomorrow

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Subject: Re: New update seems to be crashing far more often.  
Posted by [StealthEye](#) on Sat, 24 Dec 2011 14:46:26 GMT  
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I added your crashes to the TODO, we will need to have the screenshot and crashdumps before we can look at it though.

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Subject: Re: New update seems to be crashing far more often.

Posted by [jonwil](#) on Fri, 10 Feb 2012 01:11:40 GMT

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As we do not have enough information to fix this issue, I have removed it from the 4.0 beta 4 todo list and marked it "NOFEEDBACK".

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Subject: Re: New update seems to be crashing far more often.

Posted by [Gen\\_Blacky](#) on Fri, 10 Feb 2012 07:11:39 GMT

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My renegade hasn't crashed since latest build and i have been playing a lot.

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