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Subject: bug screen freezes

Posted by [lion](#) on Fri, 13 Jan 2012 21:57:38 GMT

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I would like to report a bug that seems to happen in a very consistent way. It happens mostly in the first few minutes of the map:

- At a certain point the game freezes, sounds seem to keep running just fine.
  - After about 45 secs the game unfreezes and everything seems to be back to normal, apart from the fact it shows gameplay pending and disconnect after 5 secs.
  - The game does not crash, so as far as I know no crash dump has been generated.
  - So far it happened on every map/game I've played.
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Subject: Re: bug screen freezes

Posted by [StealthEye](#) on Sat, 14 Jan 2012 00:28:59 GMT

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Does this also happen in other games? I had very similar issues when my graphics card was dieing, and I have not yet heard a similar report regarding scripts.dll 4.0 and this issue, so if it is it must be some combination of TT and your hardware/software configuration.

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Subject: Re: bug screen freezes

Posted by [iRANian](#) on Sat, 14 Jan 2012 00:32:29 GMT

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I've had this happen to my old PC years ago and there have been multiple topics about it by other people over the years, it only affected Renegade for me and those topics were made years before 4.0 was even released.

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Subject: Re: bug screen freezes

Posted by [lion](#) on Sun, 15 Jan 2012 22:02:00 GMT

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I haven't played any other games. Will try this out.

I am running on a GTX 295. Hope it is not dieing...

Quote:I had very similar issues when my graphics card was dieing  
Could you describe your issues at that particular moment?

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Subject: Re: bug screen freezes

Posted by [StealthEye](#) on Mon, 16 Jan 2012 00:03:00 GMT

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It's pretty much what you described really. Screen freezes, can't do anything for quite a long time. Then everything continues. Later I got artifacts and such and eventually it broke completely. But testing other games is probably the best way to find out. It could very well be somethings else too, maybe a driver issue or something else. Since you're the only one who has reported it so far and it's a hard to miss thing I doubt it is a TT issue though. (But it can't be excluded.)

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Subject: Re: bug screen freezes  
Posted by [lion](#) on Tue, 17 Jan 2012 21:19:45 GMT  
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Update:

I've tried different games. Everything seems be just fine. So I reinstalled renegade. With just a clean install with v1.037 running the bug did not occur. After installing TT, the bug came back.

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Subject: Re: bug screen freezes  
Posted by [StealthEye](#) on Tue, 17 Jan 2012 22:16:57 GMT  
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Does the windows key work while it hangs? If not, does the num lock led toggle when it hangs? Does it hang when playing in windowed mode too?

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Subject: Re: bug screen freezes  
Posted by [lion](#) on Fri, 20 Jan 2012 13:21:42 GMT  
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- Windows key des not work, it only deploys the mouse cursor
  - Num lock led does not toggle
  - It also happend in windowed mode
- 

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Subject: Re: bug screen freezes  
Posted by [StealthEye](#) on Fri, 20 Jan 2012 15:37:19 GMT  
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In that case, I'm thinking of either a hardware (overheating?) or driver issue. Try upgrading your graphics drivers and see if that helps. Also try changing/lowering graphics settings. Maybe TT is using some rare feature that is bugged on your system.

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Subject: Re: bug screen freezes  
Posted by [lion](#) on Fri, 20 Jan 2012 23:22:41 GMT  
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I have checked hardware temperatures (cpu, gfx and system). All three of them seem to be fine prior, during and after the freeze. Graphics drivers are up to date.

Lowering the graphics settings does not have an effect.

I guess we are running out of debugging hints...

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Subject: Re: bug screen freezes  
Posted by [Rocko](#) on Sat, 21 Jan 2012 00:53:59 GMT  
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This happens to me every time I start Renegade and load my first map.

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Subject: Re: bug screen freezes  
Posted by [Jamie or NuneGa](#) on Sat, 21 Jan 2012 13:44:28 GMT  
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lion wrote on Fri, 13 January 2012 21:57I would like to report a bug that seems to happen in a very consistent way. It happens mostly in the first few minutes of the map:

- At a certain point the game freezes, sounds seem to keep running just fine.
- After about 45 secs the game unfreezes and everything seems to be back to normal, apart from the fact it shows gameplay pending and disconnect after 5 secs.
- The game does not crash, so as far as I know no crash dump has been generated.
- So far it happened on every map/game I've played.

Don't know the rationale behind it, but I have to reinstall ren every 1-2 years to fix it...

I haven't reinstalled in like 4 years so its pretty bad for me at the moment

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Subject: Re: bug screen freezes  
Posted by [Jerad2142](#) on Sat, 21 Jan 2012 18:54:53 GMT  
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When I had issues like this it was actually an issue of the hard drive having issues retrieving data from a bad cluster, I dealt with it till the drive had enough bad sectors to the point one was eventually located in the os's location, then I couldn't deal with it anymore once windows started locking up lol.

Being only certain clusters were going bad on the harddrive only some programs would show the effect, and thus I'd be able to rename the folder and install a new copy and have it all work again

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(I did the rename to make sure nothing else I installed would install into the same bad sector, thus causing the problem all over).

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Subject: Re: bug screen freezes  
Posted by [lion](#) on Sun, 22 Jan 2012 16:57:16 GMT  
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Jerad Gray wrote on Sat, 21 January 2012 11:54 When I had issues like this is was actually an issue of the hard drive having issues retrieving data from a bad cluster, I delta with it tell the drive had enough bad sectors to the point one was eventually located in the os's location, then I couldn't deal with it anymore once windows started locking up lol.  
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So far for me it only happened in Renegade, not outside of it or in any other game.

What do you suggest? Installing a new copy of Renegade on another drive?

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Subject: Re: bug screen freezes  
Posted by [Jerad2142](#) on Sun, 22 Jan 2012 21:16:23 GMT  
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lion wrote on Sun, 22 January 2012 09:57 Jerad Gray wrote on Sat, 21 January 2012 11:54 When I had issues like this is was actually an issue of the hard drive having issues retrieving data from a bad cluster, I delta with it tell the drive had enough bad sectors to the point one was eventually located in the os's location, then I couldn't deal with it anymore once windows started locking up lol.  
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So far for me it only happened in Renegade, not outside of it or in any other game.

What do you suggest? Installing a new copy of Renegade on another drive?

Just rename Renegades folder and then install another copy of it, see if the new copy works. I wouldn't do another drive because if it's a reg issue you'll never know the actual cause.

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Subject: Re: bug screen freezes  
Posted by [lion](#) on Mon, 23 Jan 2012 16:37:05 GMT  
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Jerad Gray wrote on Sun, 22 January 2012 14:16

Just rename Renegades folder and then install another copy of it, see if the new copy works. I wouldn't do another drive because if it's a reg issue you'll never know the actual cause.

This did not fix the problem, unfortunately.

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Subject: Re: bug screen freezes

Posted by [danpaul88](#) on Mon, 23 Jan 2012 16:50:21 GMT

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Might be worth running checkdisk just to be on the safe side?

@Jerad2142

A drive developing bad clusters regularly is often a sign that the drive is on it's last legs and is going to completely die at some point in the near future. If it was me I would have made sure to get up-to-date backups of everything on the drive and look into replacing it ASAP. Then again, some drives can develop loads of bad sectors yet be otherwise perfectly healthy... but there's no point taking risks with your data!

Oh, and if you had run checkdisk it should have flagged the sectors as bad and avoided writing to them in future anyway. No need to leave the damaged files in the filesystem.

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Subject: Re: bug screen freezes

Posted by [bmruze](#) on Mon, 23 Jan 2012 17:47:00 GMT

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I currently have the same issue with my computer, but mine is with the game Peggle. I contacted Popcap about it and they said it's a known issue with some graphics cards and they told me to update my drivers.

I checked the manufacturers website and there are updated drivers for it but after talking to Alienware I was told that those most recent updates aren't compatible with my machine. (idk why a company, like alienware, would allow a system configuration that doesn't support the most recent drivers)

A workaround for myself has been to toggle windowed mode/full screen mode, with Renegade I don't think there is a fast way of doing this in a fashion that would work. Since I have to toggle back and forth many time, every 30 seconds or so. It only happens on that one game though.

I know the issue is driver related but as of yet I haven't discovered a fix for it.

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Subject: Re: bug screen freezes  
Posted by [lion](#) on Mon, 23 Jan 2012 23:24:45 GMT  
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UPDATE:

I installed ren on another pc (my laptop) to see if it fixed the problem. Surprisingly it did not fix the problem. So right now I guess it is a problem with my internet/network connection and TT patch (the bug does not occur on v.1.037)...

Any suggestions?

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Subject: Re: bug screen freezes  
Posted by [StealthEye](#) on Tue, 24 Jan 2012 01:00:14 GMT  
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Are these clean Renegade + TT installs? If so, I can only think of a background process that interferes. For example, some anti virus program mistakenly blocks something, a windows hook that fails can break input for a while (thought that should be limited to maybe a few seconds, not 40). Try closing as many background processes as possible and see if that fixes the problem, in particular close processes of software that is installed on both systems.

It's not likely due to the network connection, but try a 1 player LAN game and check if it happens then too.

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Subject: Re: bug screen freezes  
Posted by [Jerad2142](#) on Tue, 24 Jan 2012 02:56:48 GMT  
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danpaul88 wrote on Mon, 23 January 2012 09:50 Might be worth running checkdisk just to be on the safe side?

@Jerad Gray

A drive developing bad clusters regularly is often a sign that the drive is on it's last legs and is going to completely die at some point in the near future. If it was me I would have made sure to get up-to-date backups of everything on the drive and look into replacing it ASAP. Then again, some drives can develop loads of bad sectors yet be otherwise perfectly healthy... but there's no point taking risks with your data!

Oh, and if you had run checkdisk it should have flagged the sectors as bad and avoided writing to them in future anyway. No need to leave the damaged files in the filesystem.

Check disk didn't catch them, however spinrite would lock up on the spots, thus I was able to make the bad spots (by marking where it froze at percent and resuming after that percent) until I had knew what area of the hard drive was bad, I then partitioned that area (once again by percent) off. This hard drive lasted a while, and then died later after the drive from my college to

my house.

In the end I figured out that moving back and forth from college was killing them, I eventually added additional padding to my computer when I transported it, and since then I haven't had to replace any more hard drives, prior to that I was going though about one a year lol.

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Subject: Re: bug screen freezes  
Posted by [danpaul88](#) on Tue, 24 Jan 2012 08:50:23 GMT  
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So long as you shut the PC down properly and you're not jumping up and down with it on a bouncy castle moving it shouldn't damage the hard drive... if it did laptops would be completely screwed lol.

Modern hard drives typically park the head in a special area to the side of the disk upon shutdown / power loss, rather than landing on the disk surface itself.

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Subject: Re: bug screen freezes  
Posted by [Jerad2142](#) on Tue, 24 Jan 2012 13:17:02 GMT  
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danpaul88 wrote on Tue, 24 January 2012 01:50 So long as you shut the PC down properly and you're not jumping up and down with it on a bouncy castle moving it shouldn't damage the hard drive... if it did laptops would be completely screwed lol.

Modern hard drives typically park the head in a special area to the side of the disk upon shutdown / power loss, rather than landing on the disk surface itself.  
Nah, always shut down correctly, maybe someone went cheap in the header department.

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