Subject: error after update beta 4
Posted by NACHO-ARG on Wed, 07 Mar 2012 22:59:46 GMT
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after updated to beta 4 manually, my game started to crash like 5/10 min after join, i uninstalled everything, and then reinstalled and updated manually to beta 4 but now every time i run the launcher i get some errors like "TT.dll requires winxp/etc to run" "runtime error r6025 pure virtual function call" and so on.
i uninstalled everything again, reinstalled, updated to beta 3(it works fine) but if i update to beta 4 by the autodownloader or manually it start to get the same errors wile starting the launcher, any ideas?

Subject: Re: error after update beta 4
Posted by zunnie on Wed, 07 Mar 2012 23:08:17 GMT
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Right click game.exe and renegade.exe and turn off compatibility mode if you run vista or 7.
Thats your problem mostlikely.

Subject: Re: error after update beta 4
Posted by StealthEye on Wed, 07 Mar 2012 23:11:38 GMT
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Can you upload any relevant crashdumps in My Documents/Renegade/Client/debug?

By "updated manually" I assume you mean "updated via the beta 4 installer"?

Subject: Re: error after update beta 4
Posted by NACHO-ARG on Wed, 07 Mar 2012 23:27:58 GMT
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Quote:Right click game.exe and renegade.exe and turn off compatibility mode if you run vista or 7.
Thats your problem mostlikely.

hey man, and no i dont think so, i run xp.

Quote:Can you upload any relevant crashdumps in My Documents/Renegade/Client/debug?

By "updated manually" I assume you mean "updated via the beta 4 installer"?

no crashdumps were generated when this errors came out, debug folder is empty and yes you assume right i downloaded and installed the beta 4 client before it came out for the autodownloader.

i forgot to mention, beta 4 works fine wile i start it by game2.exe, it seams the problem could be the launcher.

Subject: Re: error after update beta 4
Posted by roszek on Thu, 08 Mar 2012 03:29:57 GMT
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I think I'm having the same problem.

After what seems like 5 or 10 minutes the game just freezes up.
If I hit ctrl+alt+del to try to get out I get an application error.

And there is no crash dump.

Hanging application game2.exe, version 1.37.0.1, hang module hungapp, version 0.0.0.0, hang address 0x00000000.

It started happening right after the update.

Subject: Re: error after update beta 4
Posted by Ethenal on Thu, 08 Mar 2012 07:07:21 GMT
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I got the same error as NACHO (with the pure virtual function call business and the r6025), but I was playing M02 on SP. It was working fine for most of the map (I didn't play this all in one day), but once I got to the powerplant below the obelisk, it started fps lagging hard until eventually it just stopped, then the sound resumed, but that popup appeared and then it closed.

Subject: Re: error after update beta 4
Posted by StealthEye on Thu, 08 Mar 2012 12:22:35 GMT
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Ethenal, rostek, do you get any crashdumps in My Documents/Renegade/Client/debug?

Subject: Re: error after update beta 4
Posted by T0RN on Thu, 08 Mar 2012 12:36:02 GMT
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I am getting the same thing. No crash dumps. I don't even have a debug folder there lol.

Subject: Re: error after update beta 4
Posted by roszek on Thu, 08 Mar 2012 18:17:09 GMT
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StealthEye wrote on Thu, 08 March 2012 05:22Ethenal, rostek, do you get any crashdumps in My Documents/Renegade/Client/debug?

No there is no crashdump, like I said it just freezes up. I tried to re-install it but same thing happens every time.

The game runs fine without 4.0 though.

I don't know, maybe beta 4 doesn't like my puter.

Subject: Re: error after update beta 4
Posted by Ethenal on Thu, 08 Mar 2012 19:05:11 GMT
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Won't let me attach it to a post - when I click "upload," it uploads then says "An error occurred."

P.S. lol, I just fired up M05.mix (Deadly Reunion), and I did nothing other than kill a few officers and a flametrooper before I hit E on a Civilian Resistance and it froze my game again - music still playing, the siren still playing from the background, but game completely frozen.

```
File Attachments
1) crashdump.20120308-070506-r4650-n1.zip, downloaded 155
times
```

Subject: Re: error after update beta 4
Posted by Xpert on Thu, 08 Mar 2012 22:35:58 GMT
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I've never had a problem with 4.0 until now. My game freezes up and locks up. I can't even run task manager to end it. I noticed my frames freezing also like here and there. I'm fine when I join on the first map, but if I load into the next map, I start having the FPS issues and I lock up.

Subject: Re: error after update beta 4
Posted by Ethenal on Thu, 08 Mar 2012 22:41:02 GMT
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Xpert wrote on Thu, 08 March 2012 16:35I've never had a problem with 4.0 until now. My game freezes up and locks up. I can't even run task manager to end it. I noticed my frames freezing also like here and there. I'm fine when I join on the first map, but if I load into the next map, I start

having the FPS issues and I lock up.
Same here, everything's been great until now. I'm glad someone else is having the FPS issue too.

Subject: Re: error after update beta 4
Posted by NACHO-ARG on Thu, 08 Mar 2012 23:06:59 GMT
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i think we all have the same issue.

Subject: Re: error after update beta 4
Posted by StealthEye on Thu, 08 Mar 2012 23:42:02 GMT
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This is rather unexpected as not much code that might cause this was changed. I personally only have time to debug this in detail monday or later. (And I'll need someone online who is experiencing this issue so that we can debug it immediately then.)

Try disabling FXAA by going to "options" then "configuration" then "expert mode", and set anti-aliasing mode to "none".

Subject: Re: error after update beta 4
Posted by jonwil on Thu, 08 Mar 2012 23:57:42 GMT
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Ethenal, when that crash-dump happened, what were you doing and how did you start that game? (e.g. LAN mode with map xyz, single player mission loading from a save-game, single player mission loading from scratch, what?)
I also need anything relevant (e.g. if you loaded a save-game, I need the save-game)

Subject: Re: error after update beta 4
Posted by YesNoMayb on Fri, 09 Mar 2012 00:29:40 GMT
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I've had the same thing happen yesterday. I couldn't escape it with the task manager so I powered off my laptop with the button. Using the button to turn off a PC/Laptop is harmful to the system.

Subject: Re: error after update beta 4
Posted by Xpert on Fri, 09 Mar 2012 02:55:18 GMT
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YesNoMayb wrote on Thu, 08 March 2012 19:29I've had the same thing happen yesterday. I couldn't escape it with the task manager so I powered off my laptop with the button. Using the button to turn off a PC/Laptop is harmful to the system.

Yup. I can't end it with task manager either because my screen stays on renegade.

Subject: Re: error after update beta 4
Posted by havoc9826 on Fri, 09 Mar 2012 04:54:22 GMT
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Xpert wrote on Thu, 08 March 2012 18:55YesNoMayb wrote on Thu, 08 March 2012 19:29I've had the same thing happen yesterday. I couldn't escape it with the task manager so I powered off my laptop with the button. Using the button to turn off a PC/Laptop is harmful to the system.

Yup. I can't end it with task manager either because my screen stays on renegade.
Had this happen once to me as well with the beta4 patch. For years, I used to be able to do Ctrl + Shift + Escape and then type "game Alt+E Y" and end it that way, but it wouldn't let me do it now.

Subject: Re: error after update beta 4
Posted by T0RN on Fri, 09 Mar 2012 10:30:40 GMT
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Xpert wrote on Thu, 08 March 2012 21:55YesNoMayb wrote on Thu, 08 March 2012 19:29I've had the same thing happen yesterday. I couldn't escape it with the task manager so I powered off my laptop with the button. Using the button to turn off a PC/Laptop is harmful to the system.

Yup. I can't end it with task manager either because my screen stays on renegade.
Same for me ^

Subject: Re: error after update beta 4
Posted by YesNoMayb on Sat, 10 Mar 2012 00:14:05 GMT
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Any progress on this bug? I'd like to switch back to 4.0 ASAP. I can't live without the pistol already loaded feature...

Subject: Re: error after update beta 4
Posted by Ethenal on Sat, 10 Mar 2012 01:10:40 GMT
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I guess I'm going to switch back to 3.44 temporarily, the crashes haven't really reared their head after the ones I posted, but my FPS is absolutely terrible now.

Subject: Re: error after update beta 4
Posted by mrhero101 on Sat, 10 Mar 2012 02:25:34 GMT
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I thought I was the only one, but yeah same problem over here.

Subject: Re: error after update beta 4
Posted by Xpert on Sat, 10 Mar 2012 03:59:21 GMT
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Ya I'm using 3.4 temporarily right now. It's complete shit. I crash literally 5-8 times a day.

Subject: Re: error after update beta 4
Posted by crushu06 on Sat, 10 Mar 2012 04:46:25 GMT
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I don't get any game problems   Pretty sure it updated to beta 4 automatically cause i don't think i have that arty shake like i used to.
Pretty sure thats one of the fixes

Subject: Re: error after update beta 4
Posted by Ethenal on Sat, 10 Mar 2012 05:48:10 GMT
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crushu06 wrote on Fri, 09 March 2012 22:46I don't get any game problems   Pretty sure it updated to beta 4 automatically cause i don't think i have that arty shake like i used to.
Pretty sure thats one of the fixes
That's not a fix, it's an option in ssgm.ini (for servers only, and I may have the filename wrong).
And yes, it automatically updates you to beta 4, hence how unfortunate it is that beta 4 sucks

---

Subject: Re: error after update beta 4
Posted by jonwil on Sat, 10 Mar 2012 06:07:16 GMT
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ok, so it seems like we have 4 different issues here, crashes, FPS drops, network lag (warping/ice skating/etc) and freezes (i.e. where the game completly locks up and has to be force-quit)

Can everyone with crashes go to their "documents" (or "My Documents" depending on the version of Windows being used) folder, then go to "Renegade" then "Client" then "Debug".
You should see a bunch of .dmp files in there. Please find any files you have that contain r4560 in the filename (that will indicate that its from 4.0 beta 4) and upload them somewhere.

Also if there are people here who are having any or all of the 4 problems (network lag, crashes, freezes, FPS drops) and can easily reproduce said problems on command AND who are willing to work with someone from TT over IRC or IM (probably MSN) to run some tests to find the causes of these problems (and who have time on their hands to actually do these tests), please post in this thread with your contact details (and which of the 4 problems you are having), that would be great.

Subject: Re: error after update beta 4
Posted by Ani on Sat, 10 Mar 2012 15:42:18 GMT
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My only issues with the new TT are:

1) Random FPS freezes that occur for like, 100ms every couple of minutes, sometimes more often and sometimes less often. Running fraps alleviates this issue.

2) More warping/ice skating/lag (don't know how exactly to "reproduce that"

3) Menu's seem to have been fucked with for no reason. The general game seems to be more bland looking with grainy edges even if I run everything maxed out..

My contact info;
MSN - Animoski@gmail.com

Subject: Re: error after update beta 4
Posted by NACHO-ARG on Sat, 10 Mar 2012 16:47:28 GMT
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i am abailable now, you can find me at jelly irc as indios

Subject: Re: error after update beta 4
Posted by Xpert on Sat, 10 Mar 2012 21:16:34 GMT
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Also, we plated BasinTS yesterday and for some reason, the map seemed a lot brighter. The fog was more like a white light color than it being actual fog.

Subject: Re: error after update beta 4
Posted by Ani on Sat, 10 Mar 2012 22:16:50 GMT
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Xpert wrote on Sat, 10 March 2012 14:16Also, we plated BasinTS yesterday and for some reason, the map seemed a lot brighter. The fog was more like a white light color than it being actual fog.

It seems like this has happened to me on every map tbh. Some maps are less noticeable.. More "bland" is what I use to describe it.

Subject: Re: error after update beta 4
Posted by Xpert on Sun, 11 Mar 2012 00:09:35 GMT
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I don't know how the fuck I typed "plated". I meant "played", but whatever.

Also you might be right, I noticed it on River_RaidTS also.

Subject: Re: error after update beta 4
Posted by Blazea58 on Sun, 11 Mar 2012 00:14:12 GMT
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The new 4.0 beta seems to be the most unstable Renegade has ever been in the entire time i've had the game. I don't know exactly what it causing these freeze ups but just 5 minutes ago i was typing to the team and it froze before i could send the message.
I've had my game crashing every 5-20 minutes since the new patch came out. I really hope this can be fixed ASAP because it takes all the fun out of playing when every time i crash it leaves my vehicle there for the enemy to take

As others said, when you try to open up task manager you get an error which states that windows cannot find that program. If you keep task manager up while you play renegade however, you can close out the game quickly when it does at least.

Really frustrating with these lockups...

Subject: Re: error after update beta 4
Posted by roszek on Sun, 11 Mar 2012 00:50:54 GMT
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http://www.youtube.com/watch?v=ryHxz2ZrhcI

Subject: Re: error after update beta 4
Posted by Ethenal on Sun, 11 Mar 2012 00:59:10 GMT
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Blazea58 wrote on Sat, 10 March 2012 18:14The new 4.0 beta seems to be the most unstable
Renegade has ever been in the entire time i've had the game.
I've had the same experience. :S

I find it quite strange, honestly - especially after how well beta 3 was working for me aside from
some random ammo bugs. However, obviously somebody just made a mistake somewhere and
I'm sure they'll get it fixed. I don't have any crash dumps for my errors (other than the one I
already uploaded), but I'll be glad to help out if a TT member needs a guinea pig.

Subject: Re: error after update beta 4
Posted by NACHO-ARG on Sun, 11 Mar 2012 01:35:49 GMT
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go back to beta 3 or 3.44, i am sure the guys will fix it out soon, they had been doing well in the
previus betas, though server owners should do the same until a fix get out, otter way ppl still using
beta 3 would be incompatible whit servers runing beta 4.

Subject: Re: error after update beta 4
Posted by bussardnr on Sun, 11 Mar 2012 02:31:44 GMT
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Its freezing up for me. If I try to run another program while its frozen I get the windows error Not
enough quota is available.

Subject: Re: error after update beta 4
Posted by nuker7738 on Sun, 11 Mar 2012 02:36:37 GMT
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If it helps any, the "FPS/frame skip issues" and the freezing issue seem to go together. In my
experience, in a game lasting roughly 30 minutes, I started randomly experiencing frame skips (I
was testing alone on a custom map rigged with some bots that were fighting) and then after about
2 minutes of that it froze. Froze to the point of having to restart the computer by force-resetting it.

Unlike some others, the dialog box did not visually appear however I could tell it existed because I
seemed to be able to click one of the buttons on the window (this was tricky because my mouse
was invisible unless I moved it over the space that the error dialog occupied). Not sure if that
means anything but I do know that the more detailed an error report, the better, so I'm giving just
about everything I've got.

First time I experienced this I was using my own custom compiled scripts.dll (which is working

perfectly now, thanks again jonwil), but I retested on vanilla beta 4 and had exactly the same issue.

Subject: Re: error after update beta 4
Posted by jonwil on Sun, 11 Mar 2012 02:54:17 GMT
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ok, can someone who is experiencing the FPS drops and freezes and such run task manager and see what the memory use of Renegade is when its skipping frames/freezing/etc?

We may have some kind of memory leak that sits there and eats memory until there is not enough memory left and Windows cant open task manager.

Also if you could check the CPU usage to see if its using 100% CPU (or if its using 100% CPU on one of your cores if you have a multi-core CPU) as that might help us figure out whats wrong.

Subject: Re: error after update beta 4
Posted by nuker7738 on Sun, 11 Mar 2012 04:19:37 GMT
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Has anything been changed that might affect cinematic scripts? In my last playthrough (lasting over 45 minutes) I experienced no issues until I decided to call down a troop drop cinematic-- it lagged excessively while the troops were being created and as they were paradropping down (although I experienced no crashes or frame skips this time). The times I experienced problems, that calldown script was one of the first things I activated, and ~30 minutes later the game was skipping frames and crashing.

Of the rest of you guys experiencing problems, can you confirm that the servers you were playing on all used cinematic scripts of some sort fairly early on? I know that doesn't necessarily mean it is the cause for 100% sure but if cinematic scripts are a common thread in all these scenarios, it's at least a place to start looking.

Subject: Re: error after update beta 4
Posted by NACHO-ARG on Sun, 11 Mar 2012 04:32:09 GMT
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Quote:the "FPS/frame skip issues" and the freezing issue seem to go together
i had experimented this since beta 3 and instead of crash, the game slow down to 1 fps, i didnt thought that it could be caused by TT since i didnt see reports of something similar wile beta 3 was out, but whit so many ppl having this issue now, i think the sourse of the problem could have come whit some of the changes/fixes of beta 3 and it just got worse with the new update.

Subject: Re: error after update beta 4
Posted by nuker7738 on Sun, 11 Mar 2012 04:44:19 GMT
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What was causing your issues in beta 3? I played for hours on end with beta 3 and had no problems at all. It was wonderfully, refreshingly stable. Until now...

Subject: Re: error after update beta 4
Posted by NACHO-ARG on Sun, 11 Mar 2012 05:05:32 GMT
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whit beta 3 after 20/30 min the game goes to 1 fps and i must quit and rejoin but whit beta 4 instead of fps going to 1 i get my game crashed.

Subject: Re: error after update beta 4
Posted by jonwil on Sun, 11 Mar 2012 12:28:35 GMT
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So is there anyone out there who can reproduce these issues on command or who experiences them every time they play or something?

Subject: Re: error after update beta 4
Posted by Lone0001 on Sun, 11 Mar 2012 13:23:02 GMT
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Just thought I'd report my issue with Beta 4.

When I'm playing Renegade, for the first half hour or so I'll be fine then I notice FPS drops. I look at my task manager and it is high cpu usage causing it. I look at the processes and it's one in particular (not Renegade), DisplayFusion.

If I close that program, the FPS drops will go away. This program does not cause this issue for any other games. It has also not caused this issue for 4.0 Betas 1-3, only 4.

Subject: Re: error after update beta 4
Posted by StealthEye on Sun, 11 Mar 2012 18:02:23 GMT
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Whoever has some time to debug this, send me a PM or MSN message. I will send you a custom

build of TT to figure out whether the problem exists in that version. This may have to be repeated roughly 6 times with different builds.

Subject: Re: error after update beta 4
Posted by Xpert on Sun, 11 Mar 2012 20:51:33 GMT
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I did some testing yesterday with Jonwil, let me know on IRC if more is needed.

Subject: Re: error after update beta 4
Posted by Ethenal on Sun, 11 Mar 2012 23:16:26 GMT
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Crashdump for SEye!

File Attachments
1) crashdump.20120311-231409-r4294967295-n1.zip, downloaded 114 times

---

Subject: Re: error after update beta 4
Posted by Starbuzz on Thu, 15 Mar 2012 23:22:11 GMT
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Three issues:

-FPS drop/skip to unplayable levels as mentioned above...this is a real game killer and so far the most frustrating of the issues. This is followed by a total freeze while requires force restart.

-Maps freezing at the loading screen (halfway in the green bar) and being stuck for a good minute before proceeding to join me in the game. This is a new problem that never happened with the other TT betas.

I am very eager to help, however, despite me having a great computer for Renegade, the freezing really freezes everything and Task Manager is slow to respond and I can't click to see the processes and so on.

My graphics options are set to High with no anti-aliasing and the shader slider under "Extended Options" is all the way down.

roszek wrote on Sat, 10 March 2012 17:50http://www.youtube.com/watch?v=ryHxz2ZrhcI

Perfect...ty for uploading. For me so far, the FPS drops to unplayable levels before freezing like that.

Subject: Re: error after update beta 4
Posted by Starbuzz on Fri, 16 Mar 2012 00:29:53 GMT
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ty for the help StealthEye...my msn is marcstarbuzzAThotmail.com

I will get back to you per the instructions in your PM.

Subject: Re: error after update beta 4
Posted by Valherran on Fri, 16 Mar 2012 22:16:58 GMT
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After fighting with the damn Script Install, I got it to run. But now it won't work after I run the config, it bleeps with continous error sounds 7-8 times till it finnaly comes up with a problem message and it needs to close. Hopefuly this Crash Dump File will help...

File Attachments
1) crashdump.20120316-215940-r4650-n1.dmp, downloaded 267 times

Subject: Re: error after update beta 4
Posted by YesNoMayb on Mon, 19 Mar 2012 00:19:45 GMT
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Are we making progress with the crashes and fps drop problems?

Subject: Re: error after update beta 4
Posted by StealthEye on Mon, 19 Mar 2012 10:48:13 GMT
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Yes, I have a internal build that hopefully fixes the problems, but I'm still waiting for more of the people I sent it to to test it and confirm that it indeed fixes it. If you experience the FPS/freeze issues and want to test too, send me a PM.

Subject: Re: error after update beta 4
Posted by reckneya on Thu, 22 Mar 2012 12:23:59 GMT
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Hi, I am willing to help out, and I've got some time this weekend both Saturday and Sunday evening. I am running ren on a way too good computer for it. The PC is 3 weeks in my possession. I am running the latest TT, all works successful.

There is a few small problems. I get very slight FPS drops. But they're mostly so small it doesn't really affect the game play. I have had my game crash on me yesterday for the first time on this computer, running TT on this computer since I got it.

I can imagine if I ran ren on a PC with less CPU power and less ram these small drops in FPS would result in the same kind of issue I read here from others (heavy FPS drop and/or game freezing). I realize however this is not confirmed. When my game crashed that one time it was very similar to what I've read in this topic posted by others. There was an error popup sound, but I did not see the popup. When I went to task manager it took considerable time (about 10 sec. which I think is long for a computer that starts most applications instantly) to load it. My mouse became invisible on most areas of my screen, except where the task manager window was, and my windows task beam. When I forcefully killed the game2.exe via task manager it also took some time for ren to finally die when it was killed (not a metaphor, but please do add to your signature, I love to be famous).

Also noticed that on occasion, the map loading time takes about 30 to 40 seconds in stead of 5 seconds or less. The loading indicator beam shoots up to about halve, then sits there for halve a minute, and then completes in a second after that. These events are random.

Another thing I have come to experience might be related to the ice skating that others experience. What happens is that both me and an enemy player go for the same vehicle. Clearly I am there first but it won't let me enter. A split second later the enemy enters the vehicle. You'll probably say "lag" and I understand. This however is not me bitching or blaming someone else on crappy skill or crappy internet. My ping at that time seems to be good (mostly around 150, never below 120 or above 200). Also am I not experiencing anything else out of the ordinary. The game plays just smoothly and then that happens. It happened to me a bunch of times now since the last 2 updates (of which a small one very recent), so I feel safe enough suggest it could be related to the TT patch. I've had this happen on a DM server where this event can reoccur at a higher rate than on servers running AOW game mode.

The loading thing and the FPS drops seem to be at random, or at least have I not discovered a pattern or a relation with any event linked to these errors. The other issue as far as I can tell seems to be constant.

If you wish to make use of my help, feel free to add me on MSN reckneya#hotmail.com or find me on jelly irc.

Subject: Re: error after update beta 4
Posted by iRANian on Thu, 22 Mar 2012 14:20:10 GMT
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Even with the special build StealthEye gave me my game begins to lag after playing like an hour, the CPU usage keeps jumping up and memory usage to, the game just froze and the following error window came up:

Everything fatal error

.\src\thread_t.cpp(106): thread_t::start(): Fatal error: Assertion failed
Last Windows Error 1816: Not enough quota is available to process this command.

OK

The CPU usage for game2.exe was 11% and the memory usage was 165 MB.

Subject: Re: error after update beta 4
Posted by danpaul88 on Thu, 22 Mar 2012 16:39:56 GMT
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Don't supposed you checked the virtual memory size? Could be it's reserving lots of memory that's not actually getting used, but counts against its maximum available memory space.

Subject: Re: error after update beta 4
Posted by iRANian on Thu, 22 Mar 2012 20:11:10 GMT
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danpaul88 wrote on Thu, 22 March 2012 09:39Don't supposed you checked the virtual memory size? Could be it's reserving lots of memory that's not actually getting used, but counts against its maximum available memory space.
Good idea, I'm analyzing game2.exe with sysinternal's Process Explorer after StealthEye suggested me to do so and I see two potential issues, the virtual memory size looks normal though. Not sure how to read the info so I'll discuss what I found with StealthEye.

Subject: Re: error after update beta 4
Posted by iRANian on Thu, 22 Mar 2012 20:33:04 GMT
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Okay I did some extra testing and I see one issue, that probably causes all these issues.

Subject: Re: error after update beta 4
Posted by StealthEye on Fri, 23 Mar 2012 01:02:06 GMT
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Indeed, that looks very promising. With your info I think we should be able to fix this soon.

Subject: Re: error after update beta 4
Posted by YesNoMayb on Mon, 26 Mar 2012 23:26:51 GMT
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How's the FPS, guys? I only had problems for one day and the next day everything was fine. This was around the first few days of beta 4.

Subject: Re: error after update beta 4
Posted by reckneya on Tue, 27 Mar 2012 12:28:32 GMT
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I am not sure if making a new topic is preferable, since the problem is the same. I'll post here and will make a new post if requested by a TT staff member.

This early afternoon (GMT+1) I started my renegade and TT patched itself. I played about 5 minutes on a TT server and my game freezes. The computer did not respond to the windows button, alt + F4 or ctrl + alt + del. On my frozen game screen I see my FPS is 60, the server FPS is 60, my ping is 149, I don't remember my kbps. After sitting there for about 1 minute my PC completely boots. I get a screen where I can select if I want to start windows normally, or one of the safe modes.

I started windows normally, entered the game again, and played again. The same thing happens. The interval seems to be the same also, about 5 minutes. This time my PC didn't freeze for too long. There was a blue screen for a brief moment. In the flash I saw it said something about memory dump.

I checked my client\debug folder and there is no crashdump file dated for today.

Something seems to be going wrong. OS is Windows 7 Ultimate 64. 12 Gigs of DDR3 memory. Please let me know what information you need from me at this point and I will provide it.

Subject: Re: error after update beta 4
Posted by iRANian on Tue, 27 Mar 2012 14:33:15 GMT
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What server was this on?

Subject: Re: error after update beta 4
Posted by reckneya on Tue, 27 Mar 2012 19:29:28 GMT
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It happened on the new DM server. It runs TT.

Subject: Re: error after update beta 4
Posted by jonwil on Fri, 30 Mar 2012 08:57:29 GMT
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Issue posted by Recknya added to the bug tracker/todo list.

Subject: Re: error after update beta 4
Posted by Jerad2142 on Fri, 30 Mar 2012 13:53:23 GMT
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reckneya wrote on Tue, 27 March 2012 13:29It happened on the new DM server. It runs TT.
Single core or multicore CPU? (physical multicore not just logical)

And does your harddrive sound busy or is your computer just deadlocked?

Subject: Re: error after update beta 4
Posted by reckneya on Fri, 30 Mar 2012 19:00:33 GMT
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Thank you jonwil.

The PC is an 8 core. It's "4 weeks out of the box" with a fresh install of Win7. All I really have
installed is renegade and stuff I need for my study. The HD (Sata 600) is quiet as a sleeping baby.

EDIT: sorry, I should've read your question more thoroughly, I interpreted it incorrectly. To answer
your question: The PC seems dead when it freezes.

Subject: Re: error after update beta 4
Posted by Jerad2142 on Sat, 31 Mar 2012 02:07:22 GMT
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reckneya wrote on Fri, 30 March 2012 13:00Thank you jonwil.

The PC is an 8 core. It's "4 weeks out of the box" with a fresh install of Win7. All I really have
installed is renegade and stuff I need for my study. The HD (Sata 600) is quiet as a sleeping baby.

EDIT: sorry, I should've read your question more thoroughly, I interpreted it incorrectly. To answer
your question: The PC seems dead when it freezes.
If its new it shouldn't be locking up like that, especially if ren is the cause, because unless TT
Team changed how it worked ren only uses 2 cores at most (due to only having two threads).

Subject: Re: error after update beta 4
Posted by reckneya on Sat, 31 Mar 2012 11:04:00 GMT
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I'm unsure what you mean at this point. The PC is in fact brand new, no doubt about it, and the PC did in fact freeze, I'm not making up this crash report. The only thing I can think of at this moment is that it was in fact busy but quietly. Nothing specific happens soundwise when I load a (any) game or other "bigger" program, it just produces a gentle humming noise from the vents.

Subject: Re: error after update beta 4
Posted by StealthEye on Wed, 04 Apr 2012 18:49:50 GMT
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This is most likely fixed in the next version.

Apparently there is an issue with setting hardware breakpoints programmatically on some AMD CPUs, which can lead to deadlocks/BSODs. We avoid it by no longer setting the hardware breakpoints (which we used to track down a rare issue but are now obsolete).

Subject: Re: error after update beta 4
Posted by reckneya on Wed, 04 Apr 2012 19:13:31 GMT
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Sweet