Subject: runtime error
Posted by NACHO-ARG on Wed, 11 Apr 2012 20:30:53 GMT
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i am still geting runtime errors (no crashdumps) in beta 4 wile starting the game by the launcher.
dll files:
http://www.mediafire.com/?bvq4nlb99ebxr2x
in case i am wrong and beta 4 is not what i am runing, this is the vercion that display in ren menu:
TT/4.00.4650!4691-20120324

Subject: Re: runtime error
Posted by StealthEye on Thu, 12 Apr 2012 01:28:14 GMT
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Please upload your game.exe too.

Subject: Re: runtime error
Posted by NACHO-ARG on Thu, 12 Apr 2012 12:15:10 GMT
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here you go:
http://www.mediafire.com/?oum23zsdq61ob6s

Subject: Re: runtime error
Posted by Ethenal on Thu, 12 Apr 2012 14:53:09 GMT
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This may be unrelated, but pretty much every crash I've gotten has popped up with a "Runtime error: pure virtual function call" dialog . I assume this is what you mean by runtime error, but who knows (however I did indeed get crashdumps most of the time).

Subject: Re: runtime error
Posted by StealthEye on Thu, 12 Apr 2012 15:46:43 GMT
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Yeah, that's a pretty generic message which shows up in certain kinds of crashes.

We fixed the issue via TeamViewer though: game.exe was set to Windows 2000 compatability mode, which apparently triggers this crash. (Additionally it showed a "Not compatible with windows versions prior to XP", so there's nothing we should change here.)

Subject: Re: runtime error
Posted by TankClash on Thu, 12 Apr 2012 17:57:04 GMT
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gonna say, I've been getting a bunch of those recently,

File Attachments
1) crashdump.20120412-175447-r4691-n1.rar, downloaded 173
times

Subject: Re: runtime error
Posted by StealthEye on Thu, 12 Apr 2012 21:41:26 GMT
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You mention that you have had multiple such crashes. Does that mean that you have multiple crashdumps too? If so, can you please upload those too? Just because they look like the same issue does not mean it actually is the same issue, and eevn if it is it is sometimes helpful to have the information from multiple crashdumps to see what goes wrong.

The crashdump posted above is sound related. It crashes in code we have replaced for beta5 to get more debug info on exactly this crash, so there is little new this dump provides. I think we should get you (TankClash) a custom build with extra debugging information, as the sound crash issue occurs for you most. Hopefully we can then finally solve this issue in beta5.