Subject: Startup Crash
Posted by Generalcamo on Sun, 10 Jun 2012 00:12:19 GMT
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Since I installed the final build of Beta 5 (the release build) I have been having problems with renegade.

Whenever I try to start it up, the RenConfig window pops up. There are absolutely no problems with my graphics drivers, display settings, and audio settings. I checked, double-checked, and triple-checked everything. When I click OK however, game2.exe has a problem.

I can't copy down the exact error, due to the entire computer freezing while the error message is up, but I did notice something. The error message looks as if I enabled "Disable Visual Themes" in Compatibility Mode. No Compatibility mode settings are applied.

I have Windows XP SP3. And the game worked perfectly, even when I had the final test build, before I installed Beta 5.

Subject: Re: Startup Crash
Posted by Generalcamo on Sun, 10 Jun 2012 00:24:19 GMT
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OK, here is the error, I forgot about the event Viewer:

Application popup: Renegade: game2.exe - Application Error : The instruction at "0x2111222f" referenced memory at "0x01855358". The memory could not be "read".

Subject: Re: Startup Crash
Posted by StealthEye on Sun, 10 Jun 2012 01:31:04 GMT
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0x2111222f on my machine is in mss32.dll, so it seems to be sound related, although that's not necessarily the cause.

1. Can you try in windowed mode?
2. Did it generate a crashdump?

Subject: Re: Startup Crash
Posted by Distrbd21 on Sun, 10 Jun 2012 09:55:16 GMT
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Have you tried running it with Game.exe or UAC Launcher.exe?

I run it with UAC Launcher and I have no problems.

Subject: Re: Startup Crash
Posted by jonwil on Sun, 10 Jun 2012 15:13:43 GMT
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Don't assume that the addresses will be the same on different machines, all the dlls involved have probably got the flags set to say "I dont care where I get loaded".

Subject: Re: Startup Crash
Posted by Generalcamo on Sun, 10 Jun 2012 23:29:15 GMT
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Hmm, it works today.. That's wierd.

Well, thanks for the help anyway.