Subject: Keep Getting Error & Crashing
Posted by OuTSMoKE on Wed, 13 Jun 2012 13:10:14 GMT
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So I usually play on KamBot with no problem, but it was a dead night, so I said screw it I'll play on jelly. Upon loading the game, TT did it's mandatory update and ever since then I crash shortly after my game loads, usually as soon as I fire my weapon at something.

I've included a .RAR file with my last 4 crash dumps. If someone could take a look and help me out.

The error I get is Virtual Function Call, R6025, which from my Google research I assume is graphics related.

Things I've tried that haven't worked:

- TT Uninstall/Re-install
- Full renegade Uninstall/Re-install
- Visual C++ Uninstall/Re-install

CRASH DUMPS

Subject: Re: Keep Getting Error & Crashing
Posted by Ani on Wed, 13 Jun 2012 13:41:12 GMT
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My best guess is you should try to see if there are any graphics drivers update you could do. Never know.

Subject: Re: Keep Getting Error & Crashing
Posted by StealthEye on Wed, 13 Jun 2012 18:49:24 GMT
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"Virtual function call" is a very generic error message. It could be related to anything, not necessarily graphics. I just had a quick look at the crashdumps, and they crashed in mss32.dll, which means that it is audio related. I can't tell from this quick analysis what exactly was the cause, but try checking/changing your audio settings.

Subject: Re: Keep Getting Error & Crashing
Posted by OuTSMoKE on Wed, 13 Jun 2012 21:59:52 GMT
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StealthEye wrote on Wed, 13 June 2012 11:49"Virtual function call" is a very generic error

message. It could be related to anything, not necessarily graphics. I just had a quick look at the crashdumps, and they crashed in mss32.dll, which means that it is audio related. I can't tell from this quick analysis what exactly was the cause, but try checking/changing your audio settings.

There's not really much to change but I'll try...

Nope, still nothing. Anyone got any ideas? Since you said it's audio I would like to note I AM running with the audio pack from C&C Den.

(Insert time break here)

Ok so I removed the weapons audio wav files from my Data folder and reloaded the game, I haven't crashed yet, so it seems like TT5 doesn't like custom sounds, which sucks, cause these default sounds are laaaaaaaaaame.

Can anyone shed further light on the dumps?

Subject: Re: Keep Getting Error & Crashing
Posted by StealthEye on Sat, 23 Jun 2012 13:10:48 GMT
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Probably one of your sound files was corrupt somehow. Maybe you can figure out which one it was? (By placing part of the sounds back and seeing if it crashes.)

Subject: Re: Keep Getting Error & Crashing
Posted by jonwil on Sun, 01 Jul 2012 11:11:30 GMT
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Added to tracker.