
Subject: OT: Just our luck

Posted by [YSLMuffins](#) on Fri, 01 Aug 2003 09:23:29 GMT

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Apparently, according to this article, the very security update that had been screwing up gmax and 3DSM programs would be the best defense against "a broad Internet attack that would target enormous numbers of computers from a flaw in Windows software...", other than staying offline, of course.

Quote:

DHS: Hackers could exploit flaw in Windows software...

Ingevaldson, an engineering director for Atlanta-based Internet Security Systems Inc. He

Of course, I had to go through a lot of trouble to find out the cause of the dreaded gmax save corruption error, so I'm not going to reinstall this update. Supposedly this vulnerability marks all of the Windows operating systems.

And according to this thread, this "security update" is in fact the culprit behind the increased instability of gmax/3dSM. The update, XP kb823980 which is also included in MS 2000 Service Pack 4, has caused much frustration among Discreet modelers (I know it has for me). Supposedly, Discreet is working together with Microsoft for a fix.

Am I worried? Not really, I just find this a rather ironic twist in events--the very update that made me think my computer was broken might actually save it should such an attack on my computer occur. Should you be worried? Not if you don't use gmax. And there are plenty of workarounds, suggested by this MS Technet bulletin, which range from disabling DCOM on your computer to simply using the default XP firewall.

And there is a way to live with XP kb823980, by simply merging over and over again with gmax, but to quote Aircraftkiller's thoughts on a previous thread on this issue, "How fucking annoying."

Subject: OT: Just our luck

Posted by [boma57](#) on Fri, 01 Aug 2003 14:49:44 GMT

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I always find it funny when something unintended becomes the best part of a program or game

Subject: OT: Just our luck

Posted by [YSLMuffins](#) on Sun, 03 Aug 2003 03:54:07 GMT

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Taximesl always find it funny when something unintended becomes the best part of a program or game

Subject: OT: Just our luck
Posted by [boma57](#) on Sun, 03 Aug 2003 03:58:21 GMT
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Just when you're making a program or game, and something you didn't intended becomes a hit with the public...

Kind of the same way the boink noise in Renegade was supposed to be a placeholder noise, but they left it in because people liked it.

Subject: OT: Just our luck
Posted by [Infinint](#) on Sun, 03 Aug 2003 05:29:04 GMT
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it like this:

my renegade crashed and started to run at 7fps every where, soon i found out that if i ran level edit when i ran ren it worked but then i dint get wol server listings

thats some computer viris, its like skynet from terminator (im scared now)

Subject: OT: Just our luck
Posted by [Jaspah](#) on Sun, 03 Aug 2003 16:11:53 GMT
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Skynet takes over Computers, Dip. :rolleyes:

Subject: OT: Just our luck
Posted by [General Havoc](#) on Sun, 03 Aug 2003 18:47:42 GMT
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Infinintit like this:

my renegade crashed and started to run at 7fps every where, soon i found out that if i ran level edit when i ran ren it worked but then i dint get wol server listings

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Just wait for 5 minutes or so, It's probably Ren Alert beat causing the delay or other PKG files that accumulate in size. To fix it delete all of the PKG files in your Renegade directory. You can probably get rid of the Ren Alert PKG as the installer version is coming with the release so you don't need it.

_General Havoc
