
Subject: Re: reporting bugs in the scripts.dll and bhs.dll
Posted by [EA-DamageEverything](#) on Tue, 13 Sep 2005 00:46:09 GMT
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My problems are=

- a) since several months the map C&C_Qickdraw.mix doesn't work right anymore, the following textures are missing= Terrain and Building walls of various buildings.
- b) marsh BETA 2 is buggy, i couldn't play it ever! This doesn't belong to the scripts I guess. Not with 1.93, 2.01 and 2.13. Even when I'm a few seconds in the map, my Rene crashes to the Desktop and I can reload RG and Renegade...
- c) on some servers the following happens from time to time= When I turn around with an abnormal speed (engi vs. rusher Infight for example) instead of using X (180 turn) my game crashes to the Desktop. This is incredible, I can play for hours on Unrules or MP without having this issue, and sometimes I'm playing for just a few minutes till it crashes... The error shows various offsets...like 00x0000e51a....0x000e77bg....I make a SS next time.

----technical specs----

AMD AthlonXP 3200+ (2200Mhz)
Nvidia Geforce 6800 SilentPipe from Gigabyte -AGP- 12xPixel- / 5x Vertexshader not modded!
1Gb Corsair ValueRam (Memtest no errors)
Nvidia Forceware 66.93 (the best driver for Geforce 6 series AGP without SLI)
AGP 8x ON, Sideband addressing ON, Fastwrite OFF
nForce2 ultra 400 Chipset with the official 5.10 driver from Nvidia
No OC at all

EDIT= Actually using 2.13, I experienced this Offest-error with 2.12 also.

EDI"= Downgraded to 2.01, less crashes experienced. Here are the pics= 3 different Offset errors.
<http://img386.imageshack.us/img386/9141/error24ac.jpg>
<http://img386.imageshack.us/img386/482/error35zm.jpg>
<http://img386.imageshack.us/img386/3994/error2aj.jpg>
