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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

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