
Subject: error allocating memory (685)

Posted by [DOD-KRONIC KILLER](#) on Thu, 03 Jun 2004 05:10:37 GMT

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got this error and got kickd and bannd from fastcon wth

Subject: Re: error allocating memory (685)

Posted by [Scorpio9a](#) on Thu, 03 Jun 2004 07:16:23 GMT

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DOD-KRONIC KILLERgot this error and got kickd and bannd from fastcon wth

That happens when you are out of available memory.

Subject: error allocating memory (685)

Posted by [Nightma12](#) on Thu, 03 Jun 2004 07:47:27 GMT

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and you dont get banned for no rg :rolleyes: you get qkicked

Subject: lol

Posted by [DOD-KRONIC KILLER](#) on Thu, 03 Jun 2004 08:44:26 GMT

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i got 1024 megs of ddr3200 ram

i dont run outta memory

i am banned Still....

Subject: Re: lol

Posted by [Scorpio9a](#) on Thu, 03 Jun 2004 10:08:52 GMT

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DOD-KRONIC KILLERi got 1024 megs of ddr3200 ram

i dont run outta memory

i am banned Still....

1GB ain't that much these days anyways.

That error message applies when no memory could be allocated, thus not enough available memory to allocate a memory block of 685 bytes (which is pretty low and almost always possible unless your almost out of memory).

Possible reasons for this are:

- * That there is still memory left but no room for a block that is 685 bytes in length.
- * Corrupted data because of a buffer leak in RenGuard or by an external app (Renegade).
- * Corrupted memory.

At this point my vote goes for the first one, as i havn't seen any other reports of this problem for reason 2, and 3 can happen but if so you would have a bigger chance of renguard saying that you have unknown files (always.dat) while they are the original files.

Let me know if your able to reproduce the error.

And you won't get banned by this, only qkicked, talk to an admin/mod of fastc0nn, maybe they did set a ban manually.

Subject: error allocating memory (685)
Posted by [Majiin Vegeta](#) on Thu, 03 Jun 2004 17:36:44 GMT
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wow scorpy knows his stuff

Subject: ERROR ALOCATING MEMORY (22)
Posted by [DOD-KRONIC KILLER](#) on Fri, 04 Jun 2004 06:25:38 GMT
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got another

Subject: lol
Posted by [DOD-KRONIC KILLER](#) on Fri, 04 Jun 2004 06:33:27 GMT
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error alocating memory (22)

Subject: Re: lol
Posted by [Scorpio9a](#) on Fri, 04 Jun 2004 07:43:21 GMT
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DOD-KRONIC KILLERerror alocating memory (22)

Again on fastc0nn or a different server?
And were you playing when it happend, or at startup?

Subject: lol

Posted by [DOD-KRONIC KILLER](#) on Fri, 04 Jun 2004 19:15:13 GMT

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yep fastconn

near tha end of my 3rd or 2nd game

Subject: Re: lol

Posted by [Scorpio9a](#) on Sat, 05 Jun 2004 00:02:56 GMT

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DOD-KRONIC KILLERyep fastconn

near tha end of my 3rd or 2nd game

And it doesn't happen on a different server then fastc0nn's?

Subject: error allocating memory (685)

Posted by [xptek_disabled](#) on Sat, 05 Jun 2004 01:21:23 GMT

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It may help if they didn't run the Renevo SSC. It's bug ridden.

Subject: lol

Posted by [DOD-KRONIC KILLER](#) on Sat, 05 Jun 2004 02:46:39 GMT

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i only playin on fastconn recently

all other servers tend to lag like a biatch lol

only seems to happen when tha games near capacity

played 2day never crashd once but i am good at chasin noobs out lol so game doenst stay full long lol

Subject: error allocating memory (685)

Posted by [xptek_disabled](#) on Sat, 05 Jun 2004 02:50:41 GMT

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That's ironic, the fastconn 50 player usually has an SFPS of 20.

Subject: lol

Posted by [DOD-KRONIC KILLER](#) on Sat, 12 Jun 2004 02:40:44 GMT

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now i got a 24 error on angelserv2
