
Subject: C&C_Canyon Crashes
Posted by [Zonekill9](#) on Fri, 10 Dec 2004 00:09:55 GMT
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Since I installed the CP1, I cannot play the C&C_Canyon.mix map. After each loadings, the game completly crashes, no errors, and RenGuard pop-ups.

Is there anything that can be done ? I don't want to reinstall the whole renegade again.

Subject: C&C_Canyon Crashes
Posted by [flyingfox](#) on Fri, 10 Dec 2004 00:18:31 GMT
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is it right after it loads? I once had an odd problem that made the game crash when looking at the GDI weapons factory in canyon and a map with bases separated by a river. to remedy all I done was load up a few other maps on LAN and look at the weps factory there. no crash, then it stopped crashing on canyon. it did crash independantly on this river map, but that sort of sorted itself out.

Subject: C&C_Canyon Crashes
Posted by [oxi](#) on Fri, 10 Dec 2004 01:45:21 GMT
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i too had this problem but luckily i had the westwood speeded maps anyway here is canyon straight from my HDD

www.fanmaps.net/oxi/C&C_Canyon.zip

Subject: C&C_Canyon Crashes
Posted by [trunkskgb](#) on Fri, 10 Dec 2004 15:26:06 GMT
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I get that sometimes too, but it's usually a WOL bug. Try another server. Make sure w/e nam you have on with RG is the same your playing with too.

Subject: C&C_Canyon Crashes
Posted by [Zonekill9](#) on Fri, 10 Dec 2004 22:49:21 GMT
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Thanks Oxi, testing it after download (It's kind of slow, only 35kb/s. I usually get 175kb/s. Bah, will do with it.)

Subject: C&C_Canyon Crashes
Posted by [zunnie](#) on Sat, 11 Dec 2004 03:53:56 GMT
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Zonekill9Thanks Oxi, testing it after download (It's kind of slow, only 35kb/s. I usually get 175kb/s. Bah, will do with it.)

Yea sometimes the speed may vary a bit because theres a 70p server on it too
Speeds are between 50kb/s - 1mb/s depending how full the servers are which are hosted on it.

Subject: C&C_Canyon Crashes
Posted by [ohnou812](#) on Wed, 22 Dec 2004 12:37:27 GMT
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Quote:Ohno ! Get Ice Launchers, Reborn vs RenAlert flame warz !
Zone is this some kind of hint? lol
Ohno
