
Subject: Error allocating memory (685)
Posted by [GrimmNL](#) on Fri, 13 Jan 2006 16:41:48 GMT
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As the title says i got a problem.

when i play renegade, after a while (random times) my renegade will freeze and when i 'Alt+tab' i see this error

when i click on the renegade task in my task br i can still play renegade but after a while it will crash and rg will say i got a corrupt game.exe.

can anybody help me fix this.

i saw it was probably going 2 be fixed in rg 1.04 but i don't know when that will b out...

Tnx a million GrimmNL

Subject: Re: Error allocating memory (685)
Posted by [=HT=T-Bird](#) on Fri, 13 Jan 2006 17:00:44 GMT
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Sounds like RG ran out of heap space...What are the numbers under the "Peak Memory Usage" and "Virtual Memory Size" columns in Windows Task Manager? (If you don't have them, go to View->Select Columns and check the respective boxes)

Subject: Re: Error allocating memory (685)
Posted by [Parad0x](#) on Fri, 13 Jan 2006 18:01:25 GMT
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<http://img28.imageshack.us/my.php?image=nuchets6op.jpg>

Subject: Re: Error allocating memory (685)
Posted by [GrimmNL](#) on Fri, 13 Jan 2006 19:12:26 GMT
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^^ that is a doc file with all my dail-up time single player cheats, i saved em back then. dont need 2 ne more

as for memory:

Limit: 2519336 KB
Peak: 266548 KB

RAM: 1024MB
Virtual:
min: 2Mb
rec: 1534MB
now: 1535MB

is that what u meant?

Subject: Re: Error allocating memory (685)
Posted by [=HT=T-Bird](#) on Fri, 13 Jan 2006 20:39:49 GMT
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GrimmNL wrote on Fri, 13 January 2006 13:12^^ that is a doc file with all my dail-up time single player cheats, i saved em back then. dont need 2 ne more

as for memory:

Limit: 2519336 KB
Peak: 266548 KB

RAM: 1024MB
Virtual:
min: 2Mb
rec: 1534MB
now: 1535MB

is that what u meant?

No, I need the stats for game.exe itself...

Subject: Re: Error allocating memory (685)
Posted by [GrimmNL](#) on Fri, 13 Jan 2006 20:55:58 GMT
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ill post hen i get the error again.

Edit:
Sry its in dutch though.

i think ull figur it out right?

processname,PID,username,cpu,memoryuse,peak,virtualmemorysize ,swapfile errors

Subject: Re: Error allocating memory (685)

Posted by [=HT=T-Bird](#) on Fri, 13 Jan 2006 22:56:57 GMT

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There's the problem...RG has sprung a memory leak!

Subject: Re: Error allocating memory (685)

Posted by [GrimmNL](#) on Sat, 14 Jan 2006 12:31:42 GMT

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sry but that is BS i think. if u check the statbar @ the top of the ss u'll see that there is still space available...

i even have a 1,6GB swapfile. if that isnt enough for rg i dont know what is.

how much should rg be using anyway? could skins affect the memory use of rg?

Subject: Re: Error allocating memory (685)

Posted by [=HT=T-Bird](#) on Sat, 14 Jan 2006 17:34:47 GMT

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GrimmNL wrote on Sat, 14 January 2006 06:31sry but that is BS i think. if u check the statbar @ the top of the ss u'll see that there is still space available...

i even have a 1,6GB swapfile. if that isnt enough for rg i dont know what is.

how much should rg be using anyway? could skins affect the memory use of rg?

A process' heap can only be such-and-such percent of the total commit charge...My RG only uses 20-odd MB of RAM...

Subject: Re: Error allocating memory (685)

Posted by [GrimmNL](#) on Sat, 14 Jan 2006 20:38:26 GMT

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ow like that. mokay. mine i a bit over that number with 130 i believe.

any idea what could have couased it and how 2 fix it?

Subject: Re: Error allocating memory (685)
Posted by [GrimmNL](#) on Mon, 16 Jan 2006 21:58:25 GMT
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i am running:

172 *.dds files;
27 *.mix files (inc the regulair maps);
8 *.pkg files;
8 *.tga files (some are skins for *.w3d files);
15 *.w3d files;
90 *.wav files.

and

blazerotate 1.0

could this b the problem?

Subject: Re: Error allocating memory (685)
Posted by [Lance3066](#) on Thu, 19 Jan 2006 00:11:18 GMT
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You know, I think it hs something to do with blaze rotate, I jsut recently got 3.0 and that is when renguard started doing this. It hasn't happend untill i got Blazerotate.

Subject: Re: Error allocating memory (685)
Posted by [GrimmNL](#) on Thu, 19 Jan 2006 12:45:13 GMT
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i think thats the same for me,

i like blazerotate 1.0 better though u can edit it more that the 3.0 windows version

Subject: Re: Error allocating memory (685)
Posted by [Lance3066](#) on Thu, 19 Jan 2006 22:18:28 GMT
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Definitely is Blaze rotate, I jsut played normally for a long while and I never got the error, probably beacause BRot switches files and RG has to check each one (or somethin)

Subject: Re: Error allocating memory (685)

Posted by [GrimmNL](#) on Fri, 20 Jan 2006 11:54:08 GMT

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does anybody know if this is going 2 b fixed in rg 1.04?
