Subject: Quick fix for random C&C95 crashes
Posted by cmatt42 on Mon, 03 Apr 2006 22:22:46 GMT
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I believe I have a fix for seemingly random crashes while playing C&C95. I have two computers with Pentium 4s with Hyperthreading, and one laptop with a Centrino processor. I found that the laptop had no problems playing C&C95. I guessed that it was due to the hyperthreading, which I think I've read somewhere. Well, here we go. I assume you have Windows XP and the proper fixes to play.

First, you'll want to start up C&C95. It doesn't matter if you have one of the disks in or not. Press the Windows key + M to minimize C&C95. Now, you'll want to open up the Windows Task Manager by pressing Ctrl + Alt + Del ONCE. Find the process named "C&C95.EXE", right-click it, and click "Set Affinity".
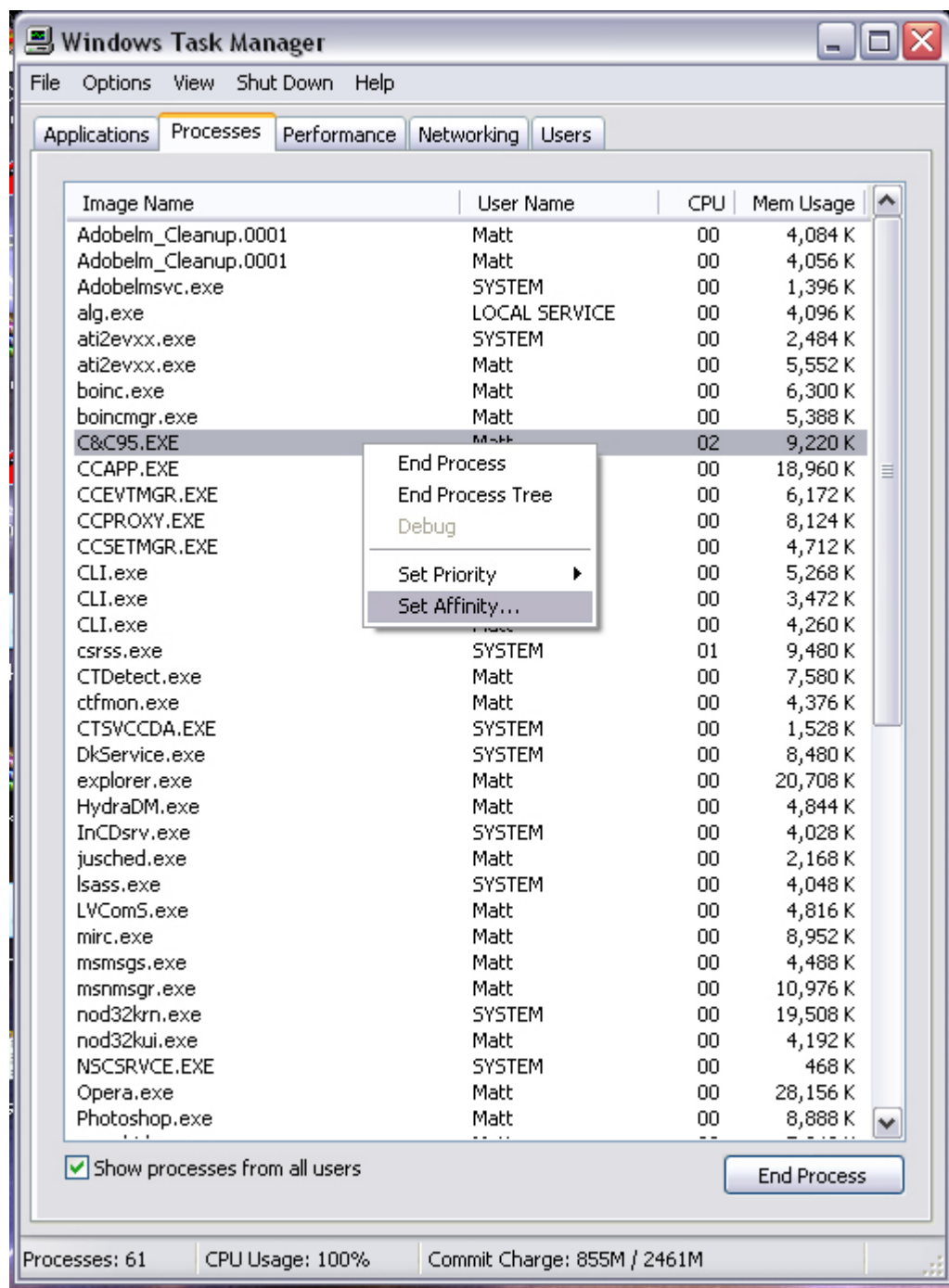
A window will pop up with two checkable boxes; check them so that only one of the boxes are checked. Click "OK", then close the Windows Task Manager. Now you should be able to play the game without crashing.

Can anyone else confirm this? It works fine on one of my computers, and C&C95 doesn't want to work anymore on the other P4.
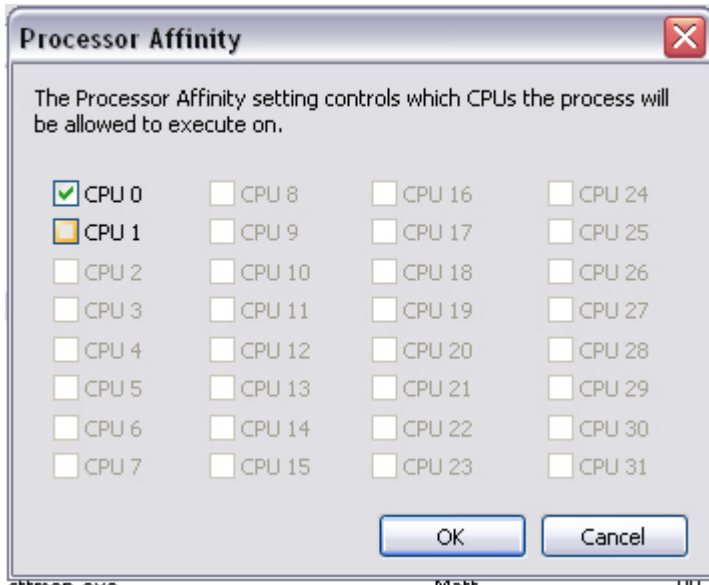
File Attachments
1) 1.jpg, downloaded 657 times

Windows Task Manager

File   Options   View   Shut Down   Help

Applications | Processes | Performance | Networking | Users

Image Name	User Name	CPU	Mem Usage
Adobelm_Cleanup.0001	Matt	00	4,084 K
Adobelm_Cleanup.0001	Matt	00	4,056 K
Adobelmsvc.exe	SYSTEM	00	1,396 K
alg.exe	LOCAL SERVICE	00	4,096 K
ati2evxx.exe	SYSTEM	00	2,484 K
ati2evxx.exe	Matt	00	5,552 K
boinc.exe	Matt	00	6,300 K
boincmgr.exe	Matt	00	5,388 K
C&C95.EXE	Matt	02	9,220 K
CCAPP.EXE		00	18,960 K
CCEVTMGR.EXE		00	6,172 K
CCPROXY.EXE		00	8,124 K
CCSETMGR.EXE		00	4,712 K
CLI.exe		00	5,268 K
CLI.exe		00	3,472 K
CLI.exe		00	4,260 K
csrss.exe	SYSTEM	01	9,480 K
CTDetect.exe	Matt	00	7,580 K
ctfmon.exe	Matt	00	4,376 K
CTSVCCDA.EXE	SYSTEM	00	1,528 K
DkService.exe	SYSTEM	00	8,480 K
explorer.exe	Matt	00	20,708 K
HydraDM.exe	Matt	00	4,844 K
InCDsrv.exe	SYSTEM	00	4,028 K
jusched.exe	Matt	00	2,168 K
lsass.exe	SYSTEM	00	4,048 K
LVComS.exe	Matt	00	4,816 K
mirc.exe	Matt	00	8,952 K
msmsgs.exe	Matt	00	4,488 K
msnmsgr.exe	Matt	00	10,976 K
nod32krn.exe	SYSTEM	00	19,508 K
nod32kui.exe	Matt	00	4,192 K
NSCSRVCE.EXE	SYSTEM	00	468 K
Opera.exe	Matt	00	28,156 K
Photoshop.exe	Matt	00	8,888 K

Context menu:
End Process
End Process Tree
Debug
Set Priority ▶
Set Affinity...

☑ Show processes from all users   End Process

Processes: 61   CPU Usage: 100%   Commit Charge: 855M / 2461M

2) 2.jpg, downloaded 669 times

Processor Affinity

The Processor Affinity setting controls which CPUs the process will be allowed to execute on.

☑ CPU 0   ☐ CPU 8   ☐ CPU 16   ☐ CPU 24
☐ CPU 1   ☐ CPU 9   ☐ CPU 17   ☐ CPU 25
☐ CPU 2   ☐ CPU 10   ☐ CPU 18   ☐ CPU 26
☐ CPU 3   ☐ CPU 11   ☐ CPU 19   ☐ CPU 27
☐ CPU 4   ☐ CPU 12   ☐ CPU 20   ☐ CPU 28
☐ CPU 5   ☐ CPU 13   ☐ CPU 21   ☐ CPU 29
☐ CPU 6   ☐ CPU 14   ☐ CPU 22   ☐ CPU 30
☐ CPU 7   ☐ CPU 15   ☐ CPU 23   ☐ CPU 31

[OK]   [Cancel]

cttmon.exe   Matt   00

Subject: Re: Quick fix for random C&C95 crashes
Posted by Spetz5 on Mon, 03 Apr 2006 22:59:58 GMT
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would this work for Renegade random crashes to?

Subject: Re: Quick fix for random C&C95 crashes
Posted by Jaspah on Mon, 03 Apr 2006 23:39:56 GMT
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Spetz5 wrote on Mon, 03 April 2006 18:59would this work for Renegade random crashes to?

I'm not sure to be honest. C&C 95 is 11 years old when they didn't even think about HyperThreading processors, so it isn't going to exactly support them. Renegade on the other hand, is newer and should be able to run HyperThreading CPU's.

Subject: Re: Quick fix for random C&C95 crashes
Posted by rm5248 on Tue, 04 Apr 2006 01:03:59 GMT
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Can you do that with AMD dual-core CPUs too? Because then you could simply dedicate one core to a game, and one core to run everything in the background.

Subject: Re: Quick fix for random C&C95 crashes

Posted by cmatt42 on Tue, 04 Apr 2006 01:10:51 GMT
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I would imagine so.

Subject: Re: Quick fix for random C&C95 crashes
Posted by Aprime on Tue, 04 Apr 2006 01:40:23 GMT
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Spetz5 wrote on Mon, 03 April 2006 18:59would this work for Renegade random crashes to?

If you have an AGP video card, check if the Fast Write feature is enabled, sometimes after you update your drivers it's turned on by default. Fast Write creates unstability that in most cases will crash your computer.

If you own "The First Decade" version, see the compatibility mode menu of the application and uncheck/unselect/(whatever it is you need to do) Windows 95.

Updating to recent drivers could aswell help you.

Other possibilities include hardware overheating, hardware unstability due to overclocking/brand/quality and either adware or spyware.

Subject: Re: Quick fix for random C&C95 crashes
Posted by cmatt42 on Fri, 07 Apr 2006 21:46:53 GMT
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I've not seen any confirmation nor denial. I'll just assume it works unless there are any contradicting cases.

Subject: Re: Quick fix for random C&C95 crashes
Posted by Ryan3k on Fri, 07 Apr 2006 21:59:34 GMT
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I get random crashes a lot in Red Alert, have you verified if this seems to have an effect there?

Subject: Re: Quick fix for random C&C95 crashes
Posted by cmatt42 on Fri, 07 Apr 2006 22:08:37 GMT
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No. If you want to do that, go ahead. I have to find my Red Alert disks...

Subject: Re: Quick fix for random C&C95 crashes
Posted by Jaspah on Fri, 07 Apr 2006 22:09:29 GMT
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Ryan3k wrote on Fri, 07 April 2006 17:59I get random crashes a lot in Red Alert, have you verified if this seems to have an effect there?

It most likely does. RA1 is still quite old and won't support dual CPU's or HyperThreading.