
Subject: i saw strange thyngies on rene
Posted by [candc5297](#) **on** Sat, 18 Nov 2006 20:14:40 GMT
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i posted my ss on this forum: <http://www.thekoss2.org/forum/viewtopic.php?t=4187>

plz check it out, and tell my wth it was.
i don't see them anymore, and it was the first time
the green plate is just 1 of the problem I had that map, the others were black plates all over the map and orange lines.
plz tell me what it was, and how that i can make sure that i never have them again

Subject: Re: i saw strange thyngies on rene
Posted by [z310](#) **on** Sat, 18 Nov 2006 20:20:42 GMT
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It's my cock. Though I don't know why it appears green.

Subject: Re: i saw strange thyngies on rene
Posted by [f100d3d](#) **on** Sat, 18 Nov 2006 20:22:37 GMT
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Sure it wasn't black, big guy?

candc5297: This game as a LOT of bugs/glitches and rendering issues. Unless it affects your gameplay you are advised to ignore it.

Subject: Re: i saw strange thyngies on rene
Posted by [TD](#) **on** Sat, 18 Nov 2006 21:08:28 GMT
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WTF, first GH*STS inside the GDI POWER PLANET and now C*CKS outside the GDI POWER PLANET!

Renegade - The New Evolution...

Prepare for the r0flplanets...

Subject: Re: i saw strange thyngies on rene
Posted by [havoc9826](#) **on** Sat, 18 Nov 2006 21:24:30 GMT
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Heh, that reminds me of some stuff that happened to me on city_flying a couple years ago.

Subject: Re: i saw strange thyngies on rene
Posted by [TD](#) on Sat, 18 Nov 2006 21:32:25 GMT

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Renegade keeps getting weirder, hmm :S

What's also funny is when I was in a pretty damn laggy server where on mesa when I bought a med, it went out of the WF and drove all the way to the PP (the side of the doors). I kept running to it, it drove away from me, stupid thing, lol... Should've had Frapz...

Subject: Re: i saw strange thyngies on rene
Posted by [icedog90](#) on Sat, 18 Nov 2006 21:57:09 GMT

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Not nearly as messed up as Blazer's Simpsons glitch.

Subject: Re: i saw strange thyngies on rene
Posted by [Tunaman](#) on Sat, 18 Nov 2006 21:59:22 GMT

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havoc9826 wrote on Sat, 18 November 2006 16:24Heh, that reminds me of some stuff that happened to me on city_flying a couple years ago.

That is sexy.

I actually think Renegade looks cooler all glitched up like that. =[

Subject: Re: i saw strange thyngies on rene
Posted by [mrpirate](#) on Sat, 18 Nov 2006 23:25:21 GMT

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looks like video memory errors... if you're overclocking your video card (somehow I doubt this) try decreasing the memory clock. if you're not, try getting better cooling for your computer if this starts happening a lot

Subject: Re: i saw strange thyngies on rene

Posted by [Veyrdite](#) on Sat, 18 Nov 2006 23:42:19 GMT

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the orange stripes on c&c_flying are an actual texture, mismatches are not random but caused by the ren engine, supposedly trying to fix mistakes up, making more mistakes.

the green stripes on mesa look like light objects, as i dont remember there being green stripes in rens textures. but it looks like the same texture as c&c_flying's bug just green.

the rest are simply all the dds's in the always.dats.

translates to an improper name load.

if it was any and every level you played on the server, maybe a connection requirement fault, but if the menu background (when you first open the game) is different, your game has just loaded the way westwood wanted you to load it lol

Subject: Re: i saw strange thyngies on rene

Posted by [Zion](#) on Sat, 18 Nov 2006 23:46:00 GMT

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dthdealer wrote on Sat, 18 November 2006 23:42... mismatches are not random but caused by the ren engine, supposedly trying to fix mistakes up, making more mistakes...

Just goes to show how much dedication EA put into Westwood.

Subject: Re: i saw strange thyngies on rene

Posted by [Kanezor](#) on Sun, 19 Nov 2006 06:14:26 GMT

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Merovingian wrote on Sat, 18 November 2006 17:46dthdealer wrote on Sat, 18 November 2006 23:42... mismatches are not random but caused by the ren engine, supposedly trying to fix mistakes up, making more mistakes...

Just goes to show how much dedication EA put into Westwood.

I do hope I don't detect your sarcasm there...

By the way... my Renegade crashed shortly after taking this screenshot months (a year?) ago:

Subject: Re: i saw strange thyngies on rene

Posted by [light](#) on Sun, 19 Nov 2006 09:27:25 GMT

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Only proper glitch I've had made everything pretty much see-through.

File Attachments

1) [ScreenShot130.jpg](#), downloaded 678 times



2) [ScreenShot132.jpg](#), downloaded 686 times



3) [ScreenShot134.jpg](#), downloaded 679 times



Subject: Re: i saw strange thyngies on rene
Posted by [icedog90](#) on Sun, 19 Nov 2006 09:29:33 GMT

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VIS errors.

Subject: Re: i saw strange thyngies on rene

Posted by [Sniper_De7](#) on Sun, 19 Nov 2006 12:27:51 GMT

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When I had a voodoo5500 when I started playing renegade 4 years ago I could pretty much see through the walls ceiling and floor of a building. Thankfully, all I had to do was to alt tab and go back into renegade so that I could see where I was going. Trying to shoot people when you don't know there's a wall = pretty crappy.

Subject: Re: i saw strange thyngies on rene

Posted by [Ma1kel](#) on Sun, 19 Nov 2006 12:44:25 GMT

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asdf

File Attachments

1) [ScreenShot83.JPG](#), downloaded 669 times



Subject: Re: i saw strange thyngies on rene
Posted by [icedog90](#) on Mon, 20 Nov 2006 06:58:24 GMT
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Sniper_De7 wrote on Sun, 19 November 2006 04:27When I had a voodoo5500 when I started playing renegade 4 years ago I could pretty much see through the walls ceiling and floor of a building. Thankfully, all I had to do was to alt tab and go back into renegade so that I could see where I was going. Trying to shoot people when you don't know there's a wall = pretty crappy.

My sister's old old computer like three years ago had a 16mb voodoo, and it did exactly that. It's because it only supports OpenGL.

Subject: Re: i saw strange thyngies on rene

Posted by [terminator 101](#) on Fri, 24 Nov 2006 02:30:11 GMT

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Wow Kanezor. That looks hideous. It sort of looks like a nightmare

Subject: Re: i saw strange thyngies on rene

Posted by [Veyrdite](#) on Sun, 03 Dec 2006 00:35:08 GMT

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the ss that was taken and then crashed the game, did the textures move when you moved? that would than be a texture pass problem,(try making a level in renx with 3 passes, all the same type (opaque) and otherwise set them up normally with different textures, then export it. than you'll know what i mean by moving textures) the image looks like the multiplayer loading screen, if its just one quarter of the image you have the same problem as what i explained earlier on this subject. if there seem to be 4 passes then the images (all 4 of them, as the multiplayer load screen is split into 4) have somehow mixed with the terrain.

when you do the multi-pass bit, select yes on all the boxes popping up when exporting. if the textures did move then your game is guaranteed to cra\$h, unless the game is on min quality and you have 50 raedons.

sorry if i made a mistake in the middle of that
