
Subject: Game.exe has encountered a problem!
Posted by [Ryu](#) on Mon, 20 Nov 2006 16:19:03 GMT
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Well, When I click Renegade, RG Starts up fine, then comes up with this error.. Is there any solution what doesn't involve me re-installing RenGuard / Renegade?

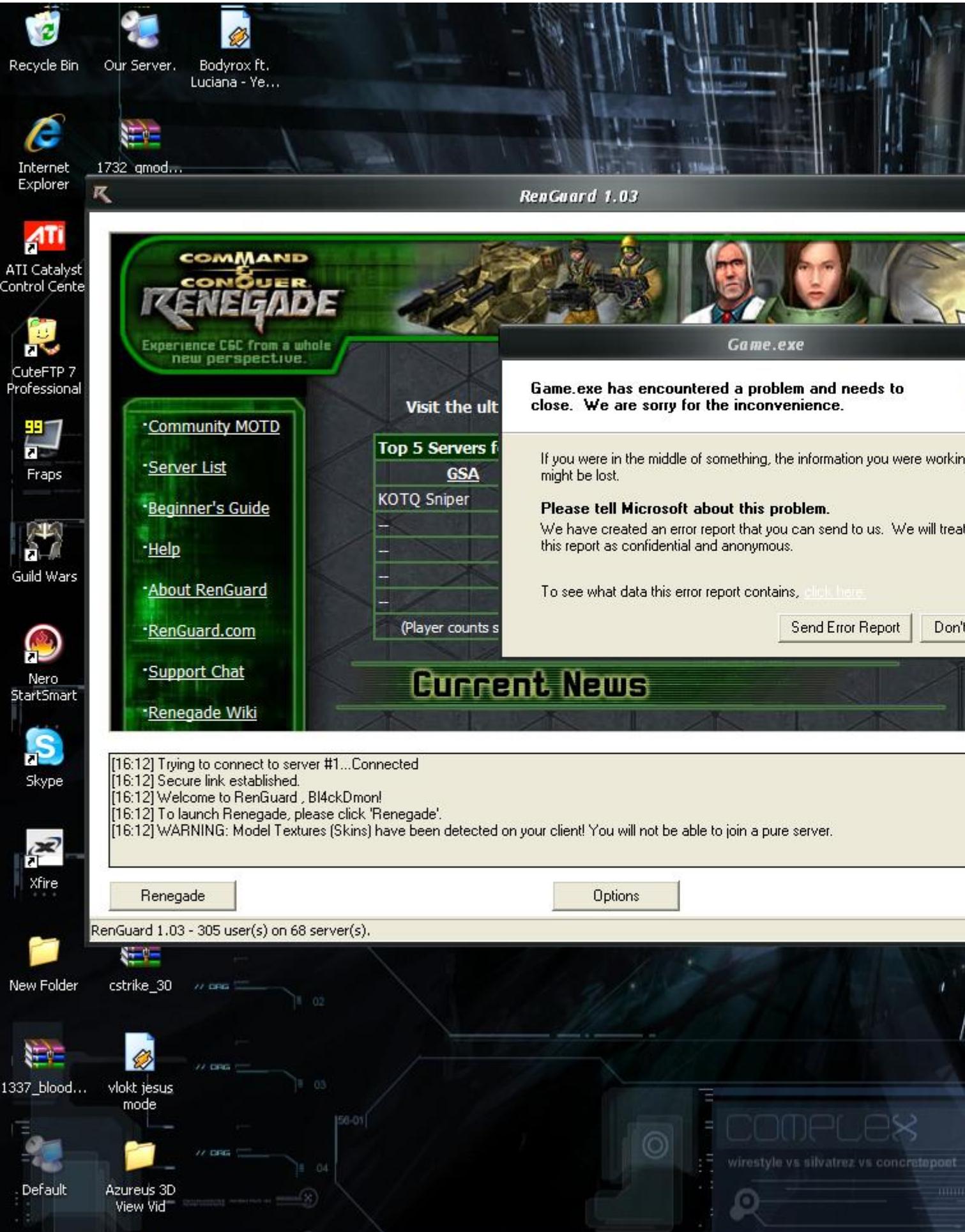
(I'm running Windows XP SP2, 34bit, First time for this error.)

If not I guess i'm forced to.. Also could anyone tell me what the problem is? Just so I don't do it next time.

SS:

File Attachments

1) [Game.exe..jpeg](#), downloaded 1271 times



Subject: Re: Game.exe has encountered a problem!
Posted by [danpaul88](#) on Mon, 20 Nov 2006 18:14:16 GMT
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Alex wrote on Mon, 20 November 2006 16:19(I'm running Windows XP SP2, 34bit, First time for this error.)

Do you mean 32 or 64 bit? You seem to have a bit of each there, and I don't like to assume

Based on the fact you have the RG window open I think you meant 32bit, does the problem occur every time or just now and then? Perhaps try waiting a bit longer before clicking anything, give it a chance to finish loading.

Subject: Re: Game.exe has encountered a problem!
Posted by [Nightma12](#) on Mon, 20 Nov 2006 18:58:16 GMT
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do you have the DirectX patch?

the DirectX + Xfire conflict and make RG crash

Subject: Re: Game.exe has encountered a problem!
Posted by [danpaul88](#) on Mon, 20 Nov 2006 19:08:00 GMT
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Good idea nightma, if you did install the D3D9 patch make sure xfire ingame for renegade is either disabled, or correctly pointing to game2.exe instead of game.exe

Subject: Re: Game.exe has encountered a problem!
Posted by [Ryu](#) on Tue, 21 Nov 2006 04:50:47 GMT
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First off: 32BIT! lol, My Bad

Second: the D3D9 patch, I gave it ago but honestly, I didn't see a difference, And when I start RenGuard for the first time, Nothing happens, when I start it again, It crashes..

sorry for replying soo late, I had to go to bed yesterday, I was almost sleeping on my chair!

Subject: Re: Game.exe has encountered a problem!

Posted by [Ryu](#) on Tue, 21 Nov 2006 13:09:44 GMT

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Nightma12 wrote on Mon, 20 November 2006 12:58do you have the DirectX patch?

the DirectX + Xfire conflict and make RG crash

(took to long, Couldnt edit last post)

Yea I stayed logged out with Xfire, and RG Didn't crash, I guess it was just Xfire GRR!!

Case closed.
