Subject: Texture go missing and crashes
Posted by Creed3020 on Sun, 22 Apr 2007 17:28:29 GMT
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So the past 2-3 months or so a problem has been re-occuring and increasing in it's occurance.

I will be playing Renegade as normal and then for no reason for which I can determine most of the textures disappear and Renegade is turned into a see-through wall hack sort of environment. The only things that I can see are vehicles, players, purchase terminals, level objects and such. Very little remains. I just leave the game and restart. Fixes the problem.

Often though this will happen then 1-3 seconds later my entire system freezes. This is becoming a larger problem and has caused me to look to my hardware. Below are my system specs:

ASRock 775 DUAL-VSTA Motherboard
Intel Pentium D 920 (2.8GHz)
OCZ 1 GB DDR Dual Channel RAM
ASUS Geforce 4 Ti4200 128MB DDR RAM AGP 8x
80 GB Western Digital IDE HDD
Dual Monitor Desktop 2x 17" CRTs
Forceware Driver Version 93.71

Screenshots:

In the last 6 months I have noticed a small problem with the video card's cooling fan on the heatsink. I use a Thermaltake copper cooler with custom made RAM sinks. This cooling setup was working very well for card even under overclocking. I no longer overclock though. I have a new Zalman cooler on standby incase my current one fails.

Thanks!

Subject: Re: Texture go missing and crashes
Posted by JPNOD on Sun, 22 Apr 2007 17:52:07 GMT
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CHEATER!!

I used to have a simmilair problem and one of my RAM stick's was broke, dunno if that's the case with you but be sure to test it.

And if you have overclocked your VGA the artifacts might stay forever. Especialy the cheaper brand memmory on VGA card's tend to give artifacts alot faster when being just a little over normal condition.

Subject: Re: Texture go missing and crashes
Posted by CarrierII on Mon, 23 Apr 2007 08:48:22 GMT
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Long shot:
How old is your disk? It might be starting to fail...
(Assumes XP)

Start > My Computer > Right click on your drive with Renegade on > Properties > Tools > Error Checking > Check both boxes, press "ok" or "yes" or whatever it says. It will prompt to "Schedule a disk check during next boot" or something similar, press yes to to that, and then restart. As Renegade is loading, this isn't likely to do much, but doesn't hurt.

Check your RAM temperature, run a memory test (not sure how - very helpful, I know) and return everything to it's normal clock.

Subject: Re: Texture go missing and crashes
Posted by Creed3020 on Mon, 23 Apr 2007 17:37:01 GMT
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My Renegade Disk? or the Hard drive.

The actual CD is an original from the day when the game came out.

The Hard Drive is maybe 3 years old. I do plan on upgrading soon to a larger SATA drive as space is starting to run shorter then I would personally prefer.

I will run a disk check when I get home.

The video card hasn't been overclocked in a long time. My CPU is oc'ed by about 200 MHz right now so I will drop it back to stock aswell.

RAM temps are fine, lots of fans moving air around in there. I will also run a memcheck when I get home.

Subject: Re: Texture go missing and crashes
Posted by CarrierII on Tue, 24 Apr 2007 08:54:56 GMT
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Hard drive. I've never had this problem before...

Subject: Re: Texture go missing and crashes
Posted by Goztow on Tue, 24 Apr 2007 10:17:08 GMT
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have you tried with a no-cd crack? If it's the cd, then that would solve it. Core patch 2 has one included.