Subject: Renguard Induced Crash
Posted by PPMORCA on Mon, 07 May 2007 21:23:14 GMT

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Quote:[17:40] Trying to connect to server #1...Connected!
[17:40] Secure link established.
[17:40] Welcome to RenGuard, PPMORCA!
[17:40] To launch Renegade, please click 'Renegade'.
[17:40] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.
[17:40] You have been disconnected from RenGuard, PPMORCA.

This happens every time I run renguard. only thing I think it could be would be something to do with the core updates. Also I think there should be a core update 3 now because of scripts 2.9.2

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Tue, 08 May 2007 01:16:56 GMT

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Edit: would seem to be related to my cd with no cd in I get an error code with it in I get the disconnect above

An error occurred within RenGuard. Please report this error: recv - 10054

that the last one I had recordred it might have been different last time.

Subject: Re: Renguard Induced Crash
Posted by v00d00 on Tue, 08 May 2007 02:46:27 GMT

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Heya. Would you mind generating an MD5 hash of your game2.exe? Can do so for instance using:

http://www.toast442.org/md5/md5.exe

Just run that, select "Generate Checksums" at the top, and drag game2.exe from your renegade folder into the bottom section. It will calculate the MD5 hash for it. Then, click on "To Clipboard", and paste it into a reply here so I know which EXE is causing problems.

Subject: Re: Renguard Induced Crash
Posted by CarrierII on Tue, 08 May 2007 07:28:52 GMT

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v00d00, my brother was having similar problems, MD5 hash here -

122fbc3e6be1ab7712e18e7e058075c6

AFAIK, that's the Core Patch 2 game2.exe

Subject: Re: Renguard Induced Crash
Posted by danpaul88 on Tue, 08 May 2007 08:01:28 GMT
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I had this once, renguard crashed renegade as soon as I joined the tk2 server, without any error message, just said something like;

You have joined tk2 server
You have left tk2 server
Disconnected from network.

I just restarted renguard and renegade and it worked fine then... I have the game2.exe that renguard downloaded automatically.

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Tue, 08 May 2007 10:34:12 GMT
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122fbc3e6be1ab7712e18e7e058075c6 *Game2.exe
^ exe for ren
I have CP2 installed

this is the exe for renguard
406dfe919fbe050fba16d9e78676197c *game.exe

would you also like renegade.exe and download.exe as well?

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Thu, 10 May 2007 10:26:33 GMT
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I hope you guys haven't forgot about me

Subject: Re: Renguard Induced Crash
Posted by CarrierII on Thu, 10 May 2007 12:14:27 GMT
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Chances are they read and are now dealing with the problem, just sit tight.

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Mon, 14 May 2007 22:07:37 GMT
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still waiting for an update

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Wed, 23 May 2007 19:47:08 GMT
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so you have still forgotten about me?

Subject: Re: Renguard Induced Crash
Posted by CarrierII on Thu, 24 May 2007 07:09:44 GMT
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Quote:
...Fixes memory scanning for certain game2.exe files that previously didn't scan correctly...

No, they even fixed it. Your client should have updated itself.

Subject: Re: Renguard Induced Crash
Posted by Crimson on Thu, 24 May 2007 13:25:11 GMT
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Just download a fresh copy of game2.exe from www.renguard.com/_auto_update/game2.exe

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Thu, 24 May 2007 18:57:23 GMT
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hate to tell you this but it still disconnects less than a minute later. only new thing is that the WW

config tool activates now then after it disconnects.

EDIT: did another md5 check:

816fb75a38701c81212df8dcb50f916d *game.exe
142855ccdb5ad5d010096c9b94b4abe5 *game2.exe

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Fri, 25 May 2007 10:39:43 GMT
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since I can't edit again I think I wasn't clear on what was disconnecting. its renguard that is disconnecting then crashing ren.

Subject: Re: Renguard Induced Crash
Posted by mac on Fri, 25 May 2007 12:02:24 GMT
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It's the memory scanning triggering, and detecting a memory-based cheat, and disconnecting your game client, as it is supposed to.

Got any special drivers, anything that might modify your renegade's memory space? Something that hooks it.

Only thing I can think of.

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Fri, 25 May 2007 19:01:40 GMT
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no never installed any cheats at anytime. I am missing a scripts file that is supposed to be in the data dir. I deleted it after installing a new load screen that I eventually got rid of.

Subject: Re: Renguard Induced Crash
Posted by C C_guy on Fri, 25 May 2007 19:38:38 GMT
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Hi, If this might help you i am uploading you these original work good dll's for ya.

perhaps see if these dll's might cure your problem.

Just unzip them to you westwood/renegade dir and let them over write the other dll's that are in

---

there, but you might want to save (backup) the ones you currently have first.

Anyway let us know how that goes k?.

File Attachments
1) Saved good dll's.zip, downloaded 284 times

Subject: Re: Renguard Induced Crash
Posted by icedog90 on Sat, 26 May 2007 17:54:24 GMT
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While we're on the subject, RenGuard crashed on me while I was playing in the n00bstories AOW
server last night. I didn't even realize it until someone force rg'ed me and I got kicked. When I
closed Renegade to check, RenGuard showed a send error report.

edit: okay, I was just playing this morning and the same thing happened again, except the server
itself automatically kicked me twice. I exited Renegade and it went into a lock. This is the first
time I've tried the new version of RenGuard. Anybody have any ideas?

Subject: Re: Renguard Induced Crash
Posted by PPMORCA on Thu, 31 May 2007 19:09:07 GMT
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mrzapped wrote on Fri, 25 May 2007 14:38Hi, If this might help you i am uploading you these
original work good dll's for ya.

perhaps see if these dll's might cure your problem.

Just unzip them to you westwood/renegade dir and let them over write the other dll's that are in
there, but you might want to save (backup) the ones you currently have first.

Anyway let us know how that goes k?.

nope those are the exact same ones I use. Scripts 2.9 final.