Subject: Random crashes for no reason
Posted by Deathgod on Fri, 01 Jun 2007 06:01:15 GMT
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This latest version of Renguard is apparently a complete pile of crap. In 4 games tonight, I had RG kick me from the server 5 times, and it crashed my Renegade 3 different times forcing me to close Renguard from the task manager. I never had this problem with previous versions, nor did I ever have it when I didn't run RG for so long. What gives? Every time it crashes, it gives memory errors.

Subject: Re: Random crashes for no reason
Posted by Valherran on Fri, 01 Jun 2007 08:49:46 GMT
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IMHO, RG needs to be re-coded and re-programmed, all these errors and disconnects etc, look and sound like bad coding lines, this program needs SURGERY, who ever IS working on this program should spend some more time with it so that the forums will cease to flood with complaints about how shitty RG is running since this new patch came out.

Subject: Re: Random crashes for no reason
Posted by Rujiel on Fri, 01 Jun 2007 08:56:23 GMT
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They should probably revert to the old version for everyone except for us Win2k users who require this recent release in order for RG to work at all.

Subject: Re: Random crashes for no reason
Posted by CarrierII on Fri, 01 Jun 2007 14:45:59 GMT
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Actually, a large number of the disconnects were caused not by any coding on BHS' part, the issue is beleived to have originated from a mistake by a third party bot develepor
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Subject: Re: Random crashes for no reason
Posted by jnz on Fri, 01 Jun 2007 23:03:52 GMT
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I stopped it quite a long time ago, so it couldn't of been my bot.

Subject: Re: Random crashes for no reason
Posted by Deathgod on Wed, 06 Jun 2007 17:56:30 GMT
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The disconnects seem to have cleared up and I haven't had any crashes since I made this post
knock on wood so whatever you guys changed in the background, thanks!

Subject: Re: Random crashes for no reason
Posted by CarrierII on Wed, 06 Jun 2007 18:17:01 GMT
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outdated behaviour in Brenbot, one of the most common server regulators - clicky

That's what they fixed, thought you might be interested.

Subject: Re: Random crashes for no reason
Posted by danpaul88 on Thu, 07 Jun 2007 13:30:37 GMT
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Indeed, due to changes in how the RenGuard client worked (Reconnecting after a disconnection)
BRenBot also needed an update to recognise this reconnection.