
Subject: Renguard error

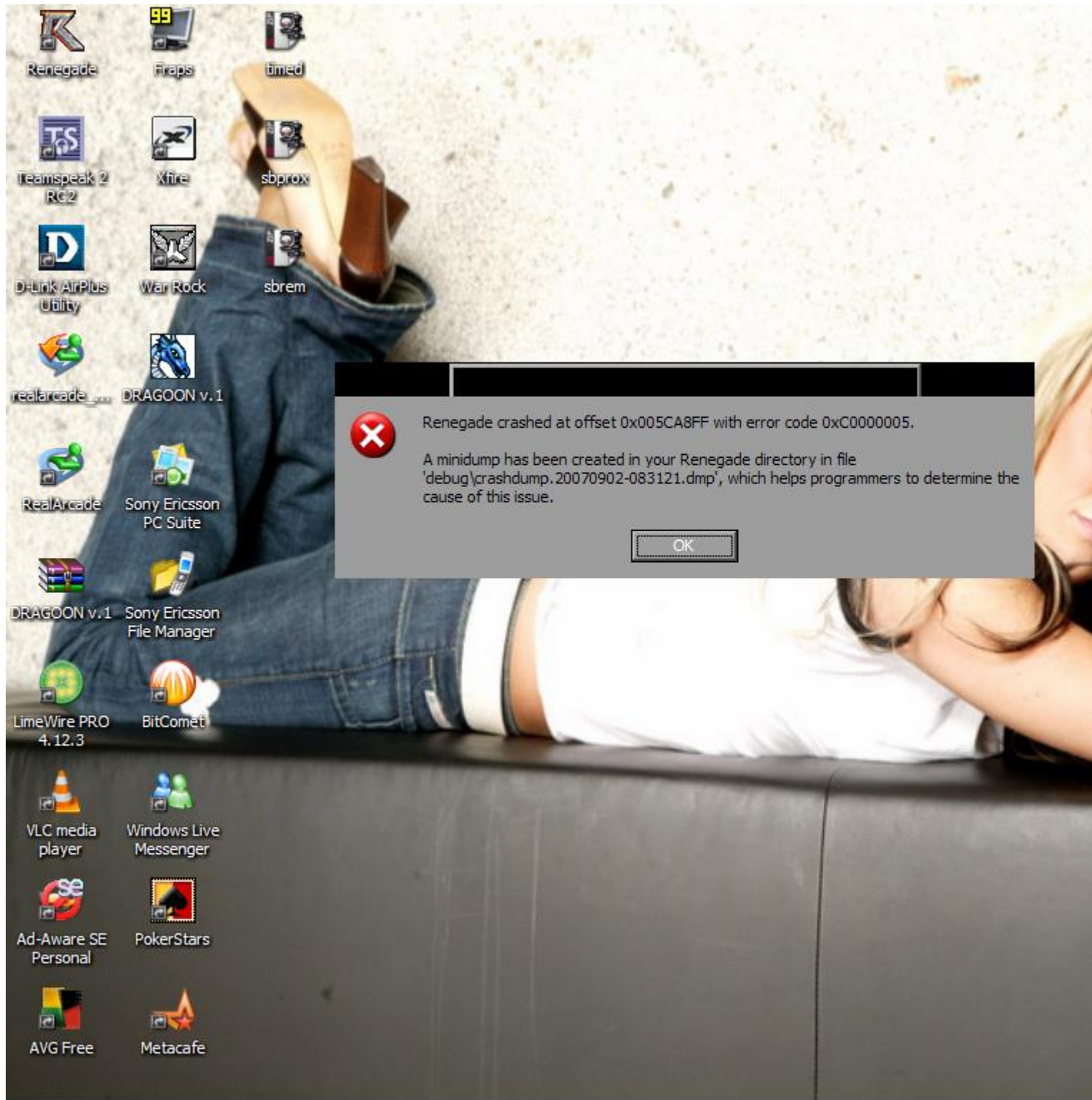
Posted by [FuXm3TaL](#) on Tue, 04 Sep 2007 15:53:05 GMT

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OK i been gettign this error for about 2 weeks now i think...the error happens ingame after i play so long(dno how many minutes, hours into the game this happens)...hmmm sooo if you know why im gettign this error and know a way i can stop this from happening please help me ty..

File Attachments

1) [rg error WTF!.JPG](#), downloaded 353 times



Subject: Re: Renguard error

Posted by [Goztow](#) on Tue, 04 Sep 2007 18:48:36 GMT

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Subject: Re: Renguard error

Posted by [FuXm3TaL](#) on Tue, 04 Sep 2007 18:53:22 GMT

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....dont understand it lol plus im not using vista..

Subject: Re: Renguard error

Posted by [Carrierll](#) on Tue, 04 Sep 2007 22:20:37 GMT

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This has everything to do with Renegade, not Renguard. Anyways.

Does Installing Scripts 3.4.1 help?

I get something similar when I quit Renegade but I can just live with it.

Subject: Re: Renguard error

Posted by [Goztow](#) on Wed, 05 Sep 2007 09:02:18 GMT

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You may also want to post the dump-file that was created (as the error specifies).

Subject: Re: Renguard error

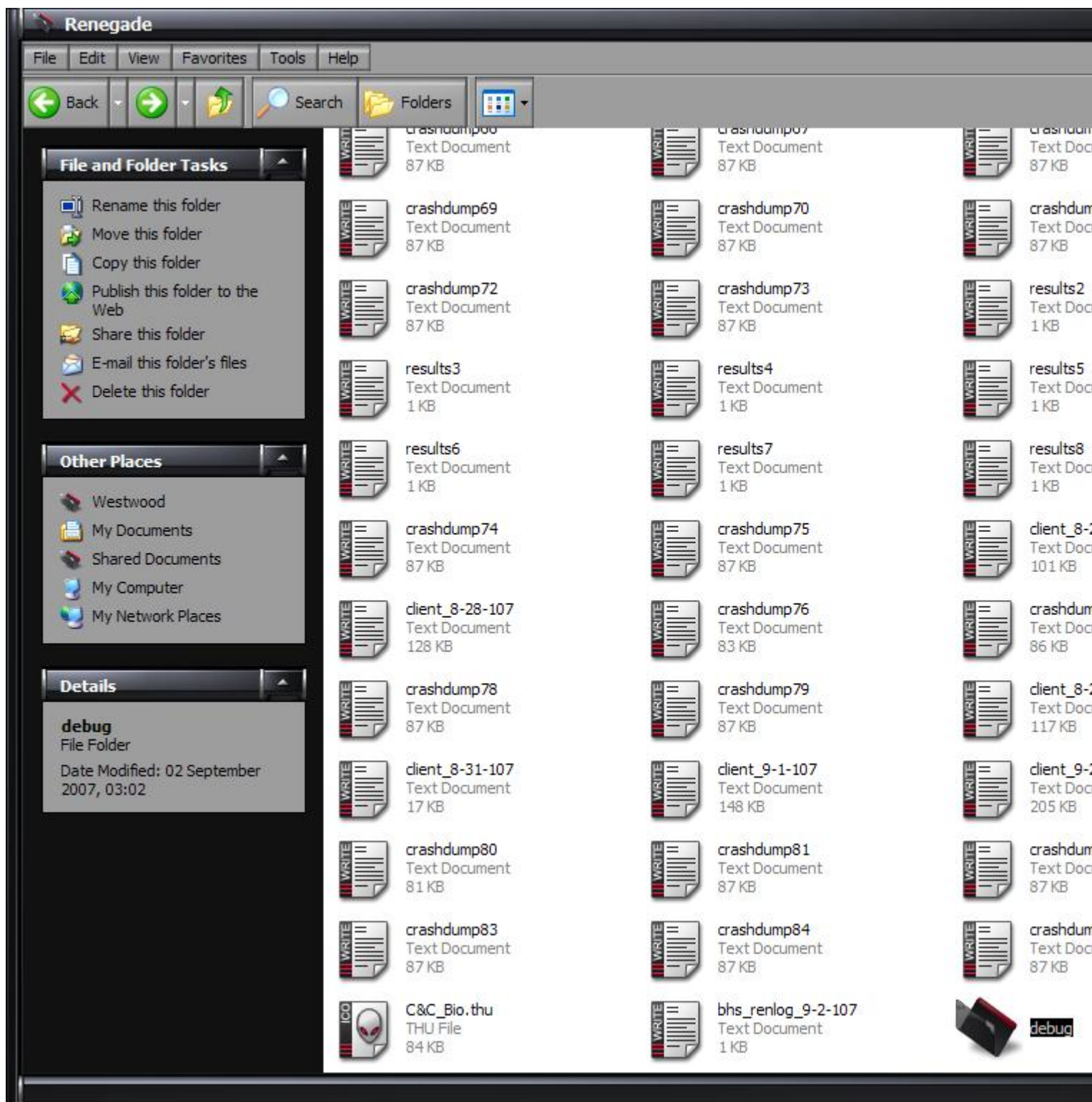
Posted by [FuXm3TaL](#) on Wed, 05 Sep 2007 16:17:29 GMT

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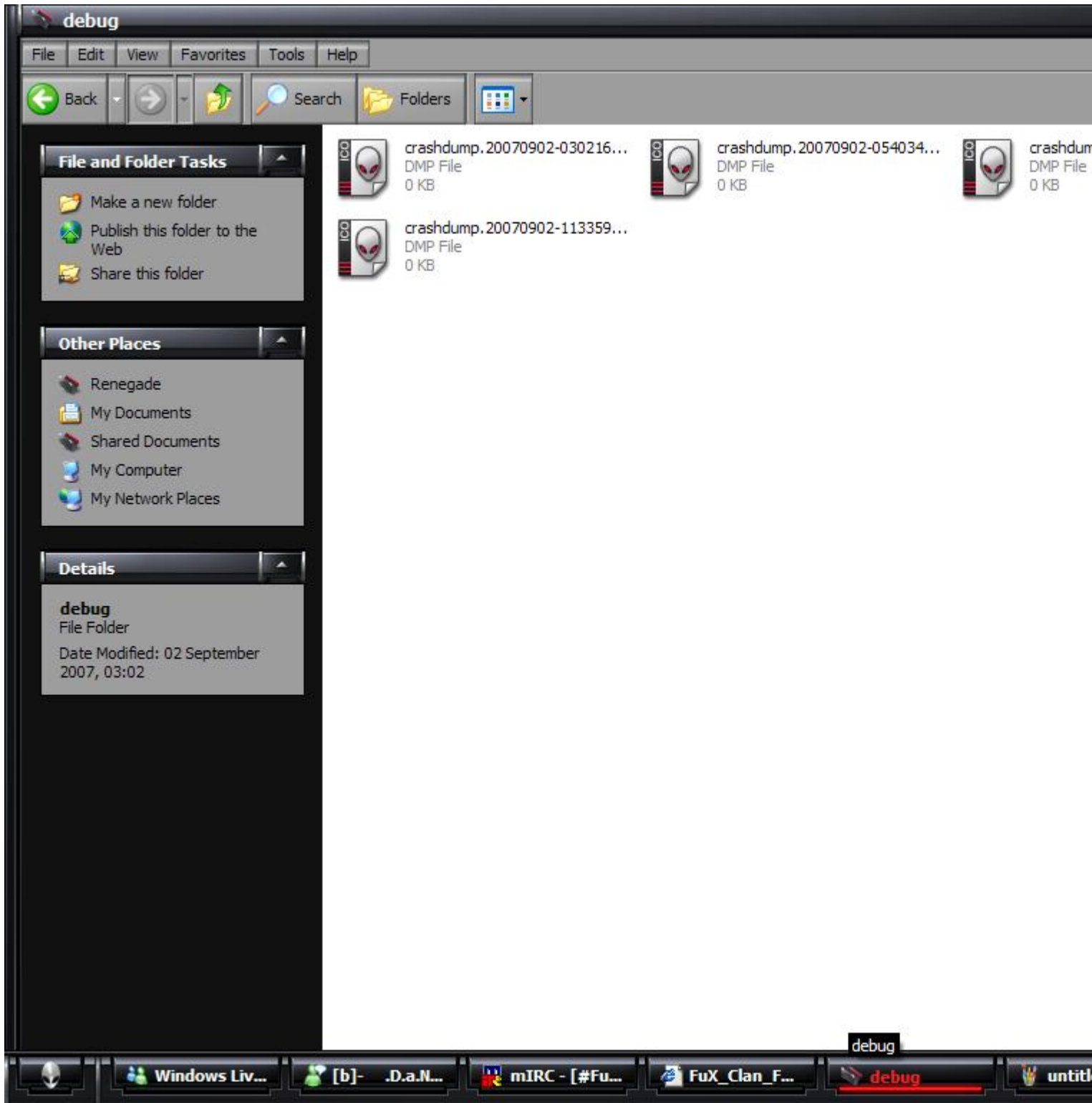
ok here they are..

File Attachments

1) [ren folder.JPG](#), downloaded 288 times



2) [inside.JPG](#), downloaded 288 times



Subject: Re: Renguard error

Posted by [danpaul88](#) on Wed, 05 Sep 2007 17:34:30 GMT

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sigh we don't want a picture of the crashdump files, we want the actual FILES uploaded, so that the programmers of scripts.dll can look at them and see what's going wrong.

EDIT: And, from what I can tell that seems to be a debug build of the scripts.dll, which you should certainly NOT be using unless you develop code for scripts.dll, as it results in much lower performance... unless jonwil changed the scripts to output crashdumps to a debug folder now..

Subject: Re: Renguard error
Posted by [Carrierll](#) on Thu, 06 Sep 2007 08:44:01 GMT
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Danpaul, he did.
