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Subject: Graphical Error?

Posted by [Admiral666](#) on Sat, 05 Jan 2008 06:32:46 GMT

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Ok, Description aside, here is the raw error data:

Error, call to CopyRects from 0x00588C3D  
Error, call to CopyRects from 0x00588C3D  
Error, call to CopyRects from 0x00588C3D  
Error, call to CopyRects from 0x00588C3D  
Error, call to CopyRects from 0x00588C3D  
(Above and below repeat multiple times.)  
Error, call to SetViewport from 0x0054A463  
Error, call to SetRenderState from 0x00529EAC  
Error, call to SetRenderState from 0x00529FD8  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetRenderState from 0x0053B8D1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetViewport from 0x0054A463  
Error, call to SetRenderState from 0x0053B8D1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetViewport from 0x0054A463  
Error, call to SetRenderState from 0x0053B8D1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetRenderState from 0x0058C842  
Error, call to SetRenderState from 0x0058CA67  
Error, call to SetRenderState from 0x0058CC04  
Error, call to SetTextureStageState from 0x0058CDC5  
Error, call to SetTextureStageState from 0x0058CE2D  
Error, call to SetTextureStageState from 0x0058CE95  
Error, call to SetTextureStageState from 0x0058CEFD  
Error, call to SetTextureStageState from 0x0058CF74  
Error, call to SetTextureStageState from 0x0058CFEB  
Error, call to SetTextureStageState from 0x0058D131  
Error, call to SetTextureStageState from 0x0058D199  
Error, call to SetTextureStageState from 0x0058D201  
Error, call to SetTextureStageState from 0x0058D2E7  
Error, call to SetTextureStageState from 0x0058D356  
Error, call to SetTextureStageState from 0x0058D3C5  
Error, call to SetRenderState from 0x0058D448  
Error, call to SetRenderState from 0x0058D4B6  
Error, call to SetRenderState from 0x0058D526  
Error, call to SetRenderState from 0x0058D5A1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetTexture from 0x00550743  
Error, call to SetTextureStageState from 0x005507D2  
Error, call to SetTextureStageState from 0x0055084D

Error, call to SetTextureStageState from 0x005508C9  
Error, call to SetTextureStageState from 0x0054719F  
Error, call to SetTextureStageState from 0x0054719F  
Error, call to SetMaterial from 0x0058BD66  
Error, call to SetRenderState from 0x0058BDE4  
Error, call to SetRenderState from 0x0058BE69  
Error, call to SetRenderState from 0x0058BEEF  
Error, call to SetRenderState from 0x0058BF75  
Error, call to SetTextureStageState from 0x0058BFF5  
Error, call to SetTextureStageState from 0x0054719F  
Error, call to SetTextureStageState from 0x0058BFF5  
Error, call to SetTextureStageState from 0x0054719F  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetTransform with State 2 from 0x0054AC90  
Error, call to SetStreamSource from 0x0054ACDE  
Error, call to SetVertexShader from 0x0054AD12  
Error, call to SetIndices 0x0054ADA5  
Error, call to SetRenderState from 0x0053B8D1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetRenderState from 0x0058C771  
Error, call to SetRenderState from 0x0058C7D7  
Error, call to SetRenderState from 0x0058C842  
Error, call to SetRenderState from 0x0058D526  
Error, call to SetTexture from 0x00550743  
Error, call to SetMaterial from 0x0058BD66  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetStreamSource from 0x0054ACDE  
Error, call to SetVertexShader from 0x0054AD12  
Error, call to SetIndices 0x0054ADA5  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetTexture from 0x00550743  
Error, call to SetMaterial from 0x0058BD66  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetRenderState from 0x0053B8D1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetTexture from 0x00550743  
Error, call to SetMaterial from 0x0058BD66  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetStreamSource from 0x0054ACDE  
Error, call to SetVertexShader from 0x0054AD12  
Error, call to SetIndices 0x0054ADA5  
Error, call to SetRenderState from 0x0053B8D1  
Error, call to SetRenderState from 0x00538F4D  
Error, call to SetViewport from 0x0054A463  
Error, call to SetRenderState from 0x0058C771

Error, call to SetRenderState from 0x0058C7D7  
Error, call to SetRenderState from 0x0058D4B6  
Error, call to SetTexture from 0x00550743  
Error, call to SetTextureStageState from 0x00550956  
Error, call to SetTextureStageState from 0x0054719F  
Error, call to SetMaterial from 0x0058BD66  
Error, call to SetRenderState from 0x0058BDE4  
Error, call to SetRenderState from 0x0058BEEF  
Error, call to SetTextureStageState from 0x0058BFF5  
Error, call to SetTransform with State 256 from 0x0054AC5F  
Error, call to SetTransform with State 2 from 0x0054AC90  
Error, call to SetStreamSource from 0x0054ACDE  
Error, call to SetVertexShader from 0x0054AD12  
Error, call to SetIndices 0x0054ADA5  
Error, call to CopyRects from 0x0052F744  
Error, call to CopyRects from 0x0052F744  
Error, call to CopyRects from 0x0052F744  
Error, call to SetViewport from 0x0054A463  
Error, call to SetTexture from 0x00550743

When I start Renegade, All I get is a black screen. I still have the menu music, and I can navigate through the menu using my keyboard. I tried to join a server using RenIP, and it remains black. This has JUST started, I have no idea why. Those errors continue to repeat until I exit Renegade.

Thank you for your time,  
-Admiral666  
EKTRPAG Admin

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Subject: Re: Graphical Error?  
Posted by [Admiral666](#) on Sat, 05 Jan 2008 06:34:54 GMT  
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Well....I tried downgrading scripts, and it works fine now..So...I suppose I could convince a mod to lock this? \*suggestive wink\*

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Subject: Re: Graphical Error?  
Posted by [CarrierII](#) on Sat, 05 Jan 2008 18:11:48 GMT  
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Meh, normally this sort of weird error is fixed by reinstalling the version of scripts you were using.

Latest scripts 3.4.4 here

If you have a modern graphics card, check "Bloom" and "shaders", else leave them unchecked.

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Subject: Re: Graphical Error?  
Posted by [cmatt42](#) on Sat, 05 Jan 2008 20:05:27 GMT  
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Delete sceneshaders.sdb

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Subject: Re: Graphical Error?  
Posted by [Veyrdite](#) on Sun, 06 Jan 2008 01:54:29 GMT  
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cmatt42 wrote on Sun, 06 January 2008 07:05Delete sceneshaders.sdb  
NO  
In the main Menu go to  
Options>BHS.dll  
and uncheck the shaders checkbox

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Subject: Re: Graphical Error?  
Posted by [cmatt42](#) on Sun, 06 Jan 2008 07:53:58 GMT  
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07:05Delete sceneshaders.sdb  
NO  
In the main Menu go to  
Options>BHS.dll  
and uncheck the shaders checkbox  
I thought you wanted to help him.

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Subject: Re: Graphical Error?  
Posted by [Carrierll](#) on Sun, 06 Jan 2008 12:49:45 GMT  
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07:05Delete sceneshaders.sdb  
NO  
In the main Menu go to  
Options>BHS.dll  
and uncheck the shaders checkbox  
What if the screen is black and you can't see the options menu??

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Subject: Re: Graphical Error?

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Posted by [Admiral666](#) on Tue, 15 Jan 2008 22:22:55 GMT

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One, Her\*

<--- Female ftw

Second, Thanks for all the ideas; Crazy or not. However; Not going to mess with it unless I have to.

-Thanks,  
Admiral666  
EKTRPAG Admin

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