
Subject: Need a vista user...

Posted by [Yrr](#) on Thu, 14 Feb 2008 16:48:39 GMT

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I know that this is the wrong from, but most prorammmers are here
I'm looking for the bug causing Renegade to crash on Vista unless XP compatibility and admin mode are enabled. Since that doesn't happen for everybody I need someone to help me with that (I don't have the problem on my Vista system).

Do you have Vista and your Renegade crashes unless you enable XP compatibility mode and/or aministrator mode?

Subject: Re: Need a vista user...

Posted by [SSADMVR](#) on Thu, 14 Feb 2008 19:08:48 GMT

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Mine crashes even when I have enabled XP compatibility and have admin mode...

Subject: Re: Need a vista user...

Posted by [Yrr](#) on Thu, 14 Feb 2008 22:39:51 GMT

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Can you install Resurrection from <http://www.icefinch.net>, start the game and then send the me crash dump it created in 'debug' directory (compressed to yrr@icefinch.net)?
If it is the common Vista crash, I'll send you a special Resurrection version, which creates a much bigger crash dump (around 100 MiB and more). That would help me finding the cause of the bug.

Subject: Re: Need a vista user...

Posted by [danpaul88](#) on Thu, 14 Feb 2008 22:47:00 GMT

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I thought someone already worked out what caused the bug? IIRC it was something to do with a version number from Vista being a longer format than the ones from XP and overflowing the space Renegade allocated for it, but I could be wrong.

Anyway, I don't really see how setting a compatibility mode is that hard.

And FYI, you don't need admin mode to run Renegade, only XP SP2 mode. Without admin mode it will still run but can't save XWIS autologin data.

Subject: Re: Need a vista user...
Posted by [Dante](#) on Fri, 15 Feb 2008 00:14:14 GMT
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Mine works fine on Vista without XP Compatability.

I did a manual install though.

Subject: Re: Need a vista user...
Posted by [Yrr](#) on Fri, 15 Feb 2008 00:34:16 GMT
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Okay, I found the bug.
That some Vista clients don't crash without XP compatibility mode is just luck btw.

I'll work on a fix for RR. If a good asm coder wants to know why it happens just contact me.

Thank you,
Yrr

Subject: Re: Need a vista user...
Posted by [Yrr](#) on Fri, 15 Feb 2008 01:35:02 GMT
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Okay, I put the fix in Resurrection.
Get Resurrection from <http://www.icefinch.net>, start Renegade, get latest update from auto-updater and Renegade should work under Vista even without XP compatibility mode. If you don't want Resurrection, simply let XP compatibility activated.

Subject: Re: Need a vista user...
Posted by [DutchNeon](#) on Fri, 15 Feb 2008 12:58:10 GMT
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Sweet, gonna try that when im at my dad's house, never could play RG due he's PC having Vista

(Sidenote about resurrection bug: Stealth tanks that are bought before getting in the driver seat, have no stealth effect at all, not even the effect when you are in a stealth tank and you are shooting).

Subject: Re: Need a vista user...
Posted by [Dante](#) on Fri, 15 Feb 2008 15:49:44 GMT

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Yrr wrote on Thu, 14 February 2008 16:34 Okay, I found the bug.
That some Vista clients don't crash without XP compatibility mode is just luck btw.

I'll work on a fix for RR. If a good asm coder wants to know why it happens just contact me.

Thank you,
Yrr

Whats the bug exactly?

Subject: Re: Need a vista user...
Posted by [Reaver11](#) on Fri, 15 Feb 2008 16:13:15 GMT
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It has probably something to do with the scripts people install on vista.

My pc runs Windows Vista (with directx10 vidcard)

-I have a normal Renegade install with 1.037 patch
-CP1
-CP2
-scripts 2.9.2

Works perfect, I never had any problems with it.
Edit: I dont need to use compatibilty or adminrights

Did you install the directx upgrade (also comes with version 3 and higher if im correct)

Because if you did then there is your problem.

In my opinion you dont need higher thn 2.9.2 scripts.
2.9.2 is the best!

Subject: Re: Need a vista user...
Posted by [saberhawk](#) on Sat, 16 Feb 2008 02:18:43 GMT
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Bug happens before d3d8.dll is even loaded, so it doesn't have anything to do with the scripts. It's an uninitialized variable that if you are lucky defaults to 0.
