Subject: shaders.dll crash
Posted by Moggy on Fri, 23 May 2008 05:30:35 GMT
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No one looks at the first topic, huh? I can't figure out what's the problem but my compiled shaders.dll crashes the game before it gets to the menu. I followed those express 2005 directions and didn't change any source, no problems during the compile, but it ends up 1 kb smaller and doesn't work. Sorry if no one had/has any ideas and this is a waste of space then it can get deleted I guess. I might try installing it all again, but it has to download so much >_>

Subject: Re: shaders.dll crash
Posted by ErroR on Fri, 23 May 2008 12:37:24 GMT
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i have no idea sorry

Subject: Re: shaders.dll crash
Posted by Moggy on Fri, 23 May 2008 19:23:56 GMT
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Here's the files if someone can find out what they mean I'd appreciate it. I don't know how to find a problem from them <_<

```
File Attachments
1) build.txt, downloaded 269 times
2) crashdump1.txt, downloaded 288 times
```

Subject: Re: shaders.dll crash
Posted by saberhawk on Fri, 23 May 2008 21:49:11 GMT
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Set the game to run in windowed mode in a very small resolution. And then start it with the debugger and post where it crashes. I have an idea where it might be, but no point in giving you a fix for something that's not broken

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Subject: Re: shaders.dll crash
Posted by Moggy on Fri, 23 May 2008 22:49:36 GMT
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Subject: Re: shaders.dll crash
Posted by saberhawk on Sat, 24 May 2008 01:50:04 GMT
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Replace 4 lines starting at the one that has the arrow with:

```
memcpy(polygon_array,mmc->Poly->Get_Array(),mmc->PolyCount*sizeof(Vector3i));
if (mmc->GapFiller)
{
  memcpy(polygon_array+mmc->PolyCount,mmc->GapFiller->PolygonArray,mmc->GapFiller->Pol
ygonCount*sizeof(Vector3i));
}
```

Thank you and have a nice day

Subject: Re: shaders.dll crash
Posted by Moggy on Sat, 24 May 2008 20:27:17 GMT
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Awesome that works, have no clue what the deal is there I never learned pointers yet, is it
something with the video drivers?

Subject: Re: shaders.dll crash
Posted by saberhawk on Sat, 24 May 2008 22:13:51 GMT
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Nope, just bad code that the version of of VC used to compile the release DLLs incorrectly
compiled, but you have a newer version of the compiler than it which compiled it right. But since it
was bad code, it crashed

Subject: Re: shaders.dll crash
Posted by Craziac on Wed, 24 Dec 2008 03:36:20 GMT
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Bump for people having the shaders crash from new HUDs.