
Subject: MAJOR BUG!

Posted by [Poskov](#) on Fri, 12 Sep 2008 01:57:12 GMT

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Renegade won't load SinglePlayer maps AT ALL.

MP Practice works fine though.

I have scripts 3.4.4 and latest patch

Thanks

File Attachments

1) [crashdump.txt](#), downloaded 662 times

Subject: Re: MAJOR BUG!

Posted by [saberhawk](#) on Fri, 12 Sep 2008 03:52:57 GMT

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Poskov wrote on Thu, 11 September 2008 20:57Renegade won't load SinglePlayer maps AT ALL.

MP Practice works fine though.

I have scripts 3.4.4 and latest patch

Thanks

Meh, don't play single player with scripts.dll (of any version prior to 4.0 really) installed, it does cause problems with single player. To uninstall it, remove bhs.dll, d3d8.dll, shaders.dll, scripts.dll and rename scripts2.dll to scripts.dll

Subject: Re: MAJOR BUG!

Posted by [_SSnipe_](#) on Fri, 12 Sep 2008 04:59:14 GMT

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Saberhawk wrote on Thu, 11 September 2008 20:52Poskov wrote on Thu, 11 September 2008 20:57Renegade won't load SinglePlayer maps AT ALL.

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Thanks

Meh, don't play single player with scripts.dll (of any version prior to 4.0 really) installed, it does cause problems with single player. To uninstall it, remove bhs.dll, d3d8.dll, shaders.dll, scripts.dll and rename scripts2.dll to scripts.dll
it works for me

Subject: Re: MAJOR BUG!

Posted by [saberhawk](#) on Fri, 12 Sep 2008 05:09:07 GMT

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SSnipe wrote on Thu, 11 September 2008 23:59Saberhawk wrote on Thu, 11 September 2008 20:52Poskov wrote on Thu, 11 September 2008 20:57Renegade won't load SinglePlayer maps AT ALL.

MP Practice works fine though.

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Thanks

Meh, don't play single player with scripts.dll (of any version prior to 4.0 really) installed, it does cause problems with single player. To uninstall it, remove bhs.dll, d3d8.dll, shaders.dll, scripts.dll and rename scripts2.dll to scripts.dll
it works for me

Which is what tends to be the problem. It works for some people, it doesn't work for others...

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Fri, 12 Sep 2008 20:04:44 GMT

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Can you tell what's the problem by looking at the crashdump.txt?

And how can I help, I have a HEX Editor, how can I edit the game.exe to fix the problem?

Subject: Re: MAJOR BUG!

Posted by [Lone0001](#) on Sat, 13 Sep 2008 00:33:33 GMT

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Game.exe isn't the problem... the newer scripts cause the problem.

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Sat, 13 Sep 2008 01:50:53 GMT

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The truth is, I was toying around with objects.ddb,

(I don't believe it's the scripts fault at all),

and suddenly the SP doesn't work, I don't believe I edited the 'Commando Start' Spawner...

PS

For some strange reason,

the first level, 'The Scorpion Hunters' works 100% fine, but EVERY other level doesn't. Is there something special about that level, compared to all the other SP levels?

And how can I fix this problem;
what in the objects.ddb could be causing the problem?

Subject: Re: MAJOR BUG!

Posted by [saberhawk](#) on Sat, 13 Sep 2008 02:32:32 GMT

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Poskov wrote on Fri, 12 September 2008 20:50The truth is, I was toying around with objects.ddb,

(I don't believe it's the scripts fault at all),

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And how can I fix this problem;
what in the objects.ddb could be causing the problem?

If it's objects.ddb, remove it and it should work. But seriously, scripts.dll before 4.0 (which has not come out yet) has serious issues in single player. Uninstall it if you don't want to have problems in single player...

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Sat, 13 Sep 2008 21:05:49 GMT

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Saberhawk wrote on Fri, 12 September 2008 22:32Poskov wrote on Fri, 12 September 2008 20:50The truth is, I was toying around with objects.ddb,

(I don't believe it's the scripts fault at all),

and suddenly the SP doesn't work, I don't believe I edited the 'Commando Start' Spawner...

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For some strange reason,

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If it's objects.ddb, remove it and it should work. But seriously, scripts.dll before 4.0 (which has not come out yet) has serious issues in single player. Uninstall it if you don't want to have problems in single player...

This defeats the whole purpose of this topic.
the point is I want to keep the objects.ddb,
so as I say again:

the first level, 'The Scorpion Hunters' works 100% fine, but EVERY other level doesn't. Is there something special about that level, compared to all the other SP levels?

And how can I fix this problem;
what in the objects.ddb could be causing the problem?

Subject: Re: MAJOR BUG!
Posted by [CarrierII](#) on Sun, 14 Sep 2008 07:45:04 GMT
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Housekeeping: Do not PM me for technical support, I will get round to your topic as and when. It so happened I was not around for the last two days as I was on a university open day.

Tech support: If you play with the defaults, it probably won't work. So use stock Renegade for playing single player.

Subject: Re: MAJOR BUG!
Posted by [Poskov](#) on Sun, 14 Sep 2008 18:39:58 GMT
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CarrierII wrote on Sun, 14 September 2008 02:45
Tech support: If you play with the defaults, it probably won't work. So use stock Renegade for playing single player.

I don't quite follow;
you can't see what could be the problem by looking at the crashdump.txt?

Subject: Re: MAJOR BUG!
Posted by [Lone0001](#) on Sun, 14 Sep 2008 23:21:31 GMT
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I think he means if you play around with the defaults(the presets SP uses) it probably won't work.

Subject: Re: MAJOR BUG!
Posted by [CarrierII](#) on Mon, 15 Sep 2008 14:36:56 GMT
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Single player is only going to work if you use the 1.037 version. Nothing else.

Subject: Re: MAJOR BUG!
Posted by [Poskov](#) on Mon, 15 Sep 2008 22:10:42 GMT
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When I had my older objects.ddb & scripts 3.4.4, SP worked 100% fine.

Then one day I did something in objects.ddb I believe,
and suddenly SP isn't working anymore.

(The loading bar only goes 8/9 of the way then it exits to desktop(crashes) and generates a 'crashdump.txt')

What preset in objects.ddb could possibly cause this problem?

Commando Start?

Soldier Powerups?

Commando?

Commando_Desert_Midtro?

My guess is it is a preset that initiates at the start of the level because it doesn't even finish loading and it crashes.

(Exits to desktop)

Subject: Re: MAJOR BUG!
Posted by [danpaul88](#) on Tue, 16 Sep 2008 07:54:20 GMT

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Just delete your objects.ddb and Renegade will use the correct one from always.dat/always2.dat./always.dbs (it's in one of those). You shouldn't be editing your client's objects.ddb anyway unless your creating a mod, in which case it should be inside a .pkg. Only other reason to edit it is to cheat, which we will NOT help you with here.

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Tue, 16 Sep 2008 21:13:54 GMT

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danpaul88, are you not reading the posts?
I said that I am having a problem with single-player.

danpaul88 wrote on Tue, 16 September 2008 02:54 Just delete your objects.ddb and Renegade will use the correct one from always.dat/always2.dat./always.dbs (it's in one of those)

This totally defeats the purpose of this topic, and doesn't solve my problem.

As I say again, do you guys know what could possibly, in objects.ddb, could be causing this problem? (What preset?)

PS

does the crashdump.txt give any clue to what the problem in objects could be?

Subject: Re: MAJOR BUG!

Posted by [Ethenal](#) on Tue, 16 Sep 2008 22:18:35 GMT

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Poskov wrote on Tue, 16 September 2008 16:13 danpaul88, are you not reading the posts?
I said that I am having a problem with single-player.

danpaul88 wrote on Tue, 16 September 2008 02:54 Just delete your objects.ddb and Renegade will use the correct one from always.dat/always2.dat./always.dbs (it's in one of those)

This totally defeats the purpose of this topic, and doesn't solve my problem.

As I say again, do you guys know what could possibly, in objects.ddb, could be causing this problem? (What preset?)

PS

does the crashdump.txt give any clue to what the problem in objects could be?

How could we possibly know what preset could be causing the issue if we don't know what you've modified?

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Wed, 17 Sep 2008 20:32:51 GMT

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I toyed with everything in objects.ddb;

can't you tell what could possibly be the problem by looking at the crashdump.txt?

Ethenal wrote on Tue, 16 September 2008 17:18

How could we possibly know what preset could be causing the issue if we don't know what you've modified?

I was kinda hoping you guys would tell me/know.

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Sat, 20 Sep 2008 23:56:29 GMT

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Ok, I tried removing the scripts 3.4.4 & then when I run SinglePlayer, it displays:

Renegade has encountered an error and needs to close.

Any help here?

Subject: Re: MAJOR BUG!

Posted by [danpaul88](#) on Sun, 21 Sep 2008 08:54:19 GMT

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We keep telling you over and over again that you shouldn't be trying to play single player with modified presets, and if your going to be so secretive about what you have changed, how the hell are we meant to even TRY to help?

Subject: Re: MAJOR BUG!

Posted by [Poskov](#) on Sun, 21 Sep 2008 18:19:18 GMT

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WOW...

none of you were of ANY help, especially danpaul88
at least the only person who tried was Saberhawk

I finally figured out what the problem was,
BY MYSELF, geez

Subject: Re: MAJOR BUG!

Posted by [Ethenal](#) on Sun, 21 Sep 2008 18:19:46 GMT

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danpaul88 wrote on Sun, 21 September 2008 03:54 We keep telling you over and over again that you shouldn't be trying to play single player with modified presets, and if your going to be so secretive about what you have changed, how the hell are we meant to even TRY to help? That's what I'm trying to get across but he refuses to acknowledge the fact that it's his fault single player won't work.

Subject: Re: MAJOR BUG!

Posted by [danpaul88](#) on Sun, 21 Sep 2008 18:57:50 GMT

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Poskov wrote on Sun, 21 September 2008 19:19 WOW...
none of you were of ANY help, espically danpaul88

Your welcome. Pro tip: When asked for more information regarding a problem, you should give it. Flaming people who ask for that information in order to help you won't get you anywhere.

Have a nice day.
