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Subject: Freak Crash

Posted by [Poskov](#) on Wed, 19 Nov 2008 23:49:41 GMT

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Sometimes my Renegade just crashes  
(exits to desktop without warning),  
and generates no crashdump.txt too.

I have the latest patch and scripts

I do believe it may have to do with beam weapons  
(being the last thing I see before it crashes)

Any help here?

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Subject: Re: Freak Crash

Posted by [C C\\_guy](#) on Thu, 20 Nov 2008 11:55:03 GMT

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Poskov wrote on Wed, 19 November 2008 17:49 Sometimes my Renegade just crashes  
(exits to desktop without warning),  
and generates no crashdump.txt too.

I have the latest patch and scripts

I do believe it may have to do with beam weapons  
(being the last thing I see before it crashes)

Any help here?

help? you want help? well if it happens more then just the 1 time and you have something like the  
crash dump to share with us then perhaps someone can help k?

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Subject: Re: Freak Crash

Posted by [Poskov](#) on Thu, 20 Nov 2008 21:03:08 GMT

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C C\_guy do you have a problem reading or something?!

I just said "...and generates no crashdump.txt too."

and it has happened, like 14 times.

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Subject: Re: Freak Crash  
Posted by [CarrierII](#) on Thu, 20 Nov 2008 21:51:35 GMT  
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Have you checked C:\westwood\Renegade\debug

?

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Subject: Re: Freak Crash  
Posted by [cmatt42](#) on Fri, 21 Nov 2008 03:37:04 GMT  
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CarrierII wrote on Thu, 20 November 2008 15:51Have you checked  
C:\westwood\Renegade\debug

?

Shh, scripts 4.0.

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Subject: Re: Freak Crash  
Posted by [Poskov](#) on Fri, 21 Nov 2008 20:29:45 GMT  
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1. When is Scripts 4.0 coming out? (has it come out yet?)

2. What causes this freak crash?

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Subject: Re: Freak Crash  
Posted by [CarrierII](#) on Fri, 21 Nov 2008 20:41:29 GMT  
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1) 4.0 will be released with the TT patch.

2) I can't say. Have you checked for the crashdumps appearing in C:\westwood\renegade\debug ?

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Subject: Re: Freak Crash  
Posted by [saberhawk](#) on Sun, 23 Nov 2008 07:46:48 GMT  
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cmatt42 wrote on Thu, 20 November 2008 21:37CarrierII wrote on Thu, 20 November 2008  
15:51Have you checked C:\westwood\Renegade\debug

---

?

Shh, scripts 4.0.

RR makes the same kind of minidumps in the same directory.

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Subject: Re: Freak Crash

Posted by [Poskov](#) on Sun, 23 Nov 2008 16:38:47 GMT

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there is no: C:\westwood\Renegade\debug  
or \_except.txt or crashdump.txt or ANYTHING

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Subject: Re: Freak Crash

Posted by [Carrierll](#) on Sun, 23 Nov 2008 17:12:18 GMT

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Clearly the issue is that your renegade folder has nothing in it..!

Seriously - I can't say, what's your hardware and operating system?

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Subject: Re: Freak Crash

Posted by [Poskov](#) on Tue, 25 Nov 2008 00:26:18 GMT

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XP Professional  
2gb ram  
dx 9c  
geforce 8800 256mb  
2 CPUs

Anyways I don't think it's my pc, worked fine without your scripts 3.4.4. (Could it be that?)

well I did goof around with the beam type weapons

(volt auto, laser rifle, obelisk etc)

I did mess with: elasticity,

terrain activated,

time activated,

soft pierce limit

PS

seems to only happen with beam weapons that have special

after damages (laser chaingun, voltauto)

never crashes when i use repair gun

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Subject: Re: Freak Crash  
Posted by [Lone0001](#) on Tue, 25 Nov 2008 01:09:52 GMT  
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Try updating your video card driver?

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Subject: Re: Freak Crash  
Posted by [Carrierll](#) on Tue, 25 Nov 2008 10:31:26 GMT  
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Poskov wrote on Tue, 25 November 2008 00:26XP Professional  
2gb ram  
dx 9c  
geforce 8800 256mb  
2 CPUs

Anyways I don't think it's my pc, worked fine without your scripts 3.4.4. (Could it be that?)

well I did goof around with the beam type weapons  
(volt auto, laser rifle, obelisk etc)  
I did mess with: elasticity,  
terrain activated,  
time activated,  
soft pierce limit

PS

seems to only happen with beam weapons that have special  
after damages (laser chaingun, voltauto)  
never crashes when i use repair gun

You played with (probably) broken settings in a definately broken engine and wonder why it  
crashed? There's your answer...

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Subject: Re: Freak Crash  
Posted by [Poskov](#) on Tue, 25 Nov 2008 22:14:36 GMT  
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Huh?

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Subject: Re: Freak Crash  
Posted by [CarrierII](#) on Wed, 26 Nov 2008 09:12:47 GMT  
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"I goofed around with the beam type weapons"

"The last thing I see before the crash is a beam type weapon"

I think I found it! Put the settings back.

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Subject: Re: Freak Crash  
Posted by [Poskov](#) on Wed, 26 Nov 2008 22:07:11 GMT  
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1. "never crashes when i use repair gun"  
how about that?
  2. I did, still crashes, now crashes with the ion cannon beacon
  3. Like i said, could the problem be caused by your scripts 3.4.4 or what?
  4. Why is there no crashdump.txt or \_except.txt generated?
- 

Subject: Re: Freak Crash  
Posted by [Omar007](#) on Thu, 27 Nov 2008 09:42:28 GMT  
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I'm familiar with this problem. While working on Tiberium Redux i had it first with the pistol and afterwards with the Nuke Beacon (Pistol works now). I don't know exactly what it's caused by but when i know i tell you

PS. I got some crashdumps. Maybe i can post one so someone can take a look?? (crashdumps should be made a bit more easier to read)

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Subject: Re: Freak Crash  
Posted by [Carrierll](#) on Thu, 27 Nov 2008 20:00:58 GMT  
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Do a clean reinstall of renegade, and if you frequently play around, have two installs on your machine, so you can lose one without loss of the ability to play online etc.

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Subject: Re: Freak Crash  
Posted by [Poskov](#) on Fri, 28 Nov 2008 00:15:46 GMT  
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Basically, means "I don't know"

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Subject: Re: Freak Crash  
Posted by [Carrierll](#) on Fri, 28 Nov 2008 12:09:23 GMT  
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Only someone with access to the source code and plenty of time could tell you.

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