Subject: Crash
Posted by anant on Fri, 09 Jan 2009 00:52:46 GMT
View Forum Message <> Reply to Message

I have deathlin's hud, it crashes when i get in vehicles and also randomly
why?

Subject: Re: Crash
Posted by anant on Sat, 10 Jan 2009 07:09:50 GMT
View Forum Message <> Reply to Message

Bump a rump

Subject: Re: Crash
Posted by CarrierII on Sat, 10 Jan 2009 09:08:54 GMT
View Forum Message <> Reply to Message

I'm tempted to blame Deathlink's HUD (sorry Deathlink).

Try removing it.

Subject: Re: Crash
Posted by ErroR on Sat, 10 Jan 2009 13:17:42 GMT
View Forum Message <> Reply to Message

i nevah crashed cuz of teh HEWD! maybe it crashes from something else?

Subject: Re: Crash
Posted by anant on Sun, 11 Jan 2009 02:09:21 GMT
View Forum Message <> Reply to Message

Which would be...
EDIT: turns out it is the hud...GG Deathlink

Subject: Re: Crash
Posted by DutchNeon on Sun, 11 Jan 2009 13:58:03 GMT
View Forum Message <> Reply to Message

Did you put the Shaders.dll in the correct map? Don't put shaders.dll in your Data map, but in your

Renegade map.

Also, try using the shaders.dll which SaberHawk created for the Health and Ammo show thing, might fix it, but I wouldn't know

---

Subject: Re: Crash
Posted by anant on Sun, 11 Jan 2009 22:37:50 GMT
View Forum Message <> Reply to Message

yes.
But without his hud, my ren still crashes now!? WHAT THE HECK!
It also crashes when the message of the day comes up

Subject: Re: Crash
Posted by Goztow on Mon, 12 Jan 2009 07:32:59 GMT
View Forum Message <> Reply to Message

Your easiest way out is to reinstall as per this:
http://www.renegadeforums.com/index.php?t=msg&th=24533&start=0&rid=4 882

Subject: Re: Crash
Posted by anant on Tue, 13 Jan 2009 02:08:15 GMT
View Forum Message <> Reply to Message

okay, ill do that for like the 10th time