Subject: Windows 7 + Renegade / Modding Tools
Posted by rrutk on Mon, 02 Mar 2009 15:01:02 GMT
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Someone already tested, if Renegade-Game and the Modding-Tools work together with Windows 7 (Beta)?

Would like to update my OS to Win7 64 bit after release...

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Jerad2142 on Mon, 02 Mar 2009 15:05:11 GMT
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It works, has issues with remembering save/load paths but other than that it works perfectly fine.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Canadacdn on Mon, 02 Mar 2009 22:11:18 GMT
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What Jerad said.

I've been running the Ren mod tools on Windows 7 beta since it came out, and I haven't had any problems yet.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by GEORGE ZIMMER on Tue, 03 Mar 2009 00:26:34 GMT
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Canadacdn wrote on Mon, 02 March 2009 16:11What Jerad said.

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Aside from the shitty constant crashing of level edit, I assume?

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Canadacdn on Tue, 03 Mar 2009 05:40:36 GMT
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Yes, Leveledit has always been shitty. Windows 7 did not change that.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by ErroR on Tue, 03 Mar 2009 10:17:46 GMT
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Cabal8616 wrote on Tue, 03 March 2009 02:26Canadacdn wrote on Mon, 02 March 2009
16:11What Jerad said.

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lucky you, my level edit does not start up any more at all, always crash, reinstalling does not help (
i think i changed render device settings)

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Jerad2142 on Tue, 03 Mar 2009 17:22:27 GMT
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ErroR wrote on Tue, 03 March 2009 03:17Cabal8616 wrote on Tue, 03 March 2009
02:26Canadacdn wrote on Mon, 02 March 2009 16:11What Jerad said.

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Have you tried running it in different compatibility mods and so forth?

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by ErroR on Tue, 03 Mar 2009 17:33:56 GMT
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Jerad Gray wrote on Tue, 03 March 2009 19:22ErroR wrote on Tue, 03 March 2009
03:17Cabal8616 wrote on Tue, 03 March 2009 02:26Canadacdn wrote on Mon, 02 March 2009
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Have you tried running it in different compatibility mods and so forth?
no i didn't
EDIT: IT was set to disable visual themes, but compatibilities don't work ..   how do i bring the chose render device screen

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Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Jerad2142 on Tue, 03 Mar 2009 20:52:52 GMT
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ErroR wrote on Tue, 03 March 2009 10:33Jerad Gray wrote on Tue, 03 March 2009 19:22ErroR wrote on Tue, 03 March 2009 03:17Cabal8616 wrote on Tue, 03 March 2009 02:26Canadacdn wrote on Mon, 02 March 2009 16:11What Jerad said.

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no i didn't
EDIT: IT was set to disable visual themes, but compatibilities don't work ..   how do i bring the chose render device screen

Use Regedit, I'm sure its saving it in the program's registry if anywhere.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by ErroR on Tue, 03 Mar 2009 21:35:39 GMT
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Jerad Gray wrote on Tue, 03 March 2009 22:52ErroR wrote on Tue, 03 March 2009 10:33Jerad Gray wrote on Tue, 03 March 2009 19:22ErroR wrote on Tue, 03 March 2009 03:17Cabal8616 wrote on Tue, 03 March 2009 02:26Canadacdn wrote on Mon, 02 March 2009 16:11What Jerad said.

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EDIT: IT was set to disable visual themes, but compatibilities don't work ..   how do i bring the chose render device screen

Use Regedit, I'm sure its saving it in the program's registry if anywhere.
yes i thought so, but i can't really find it there, i'll look one more time

---

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Jerad2142 on Tue, 03 Mar 2009 21:41:26 GMT
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ErroR wrote on Tue, 03 March 2009 14:35
yes i thought so, but i can't really find it there, i'll look one more time
Are you sure its crashing because of the Render device and not some setting or damaged presets in your mod?

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by ErroR on Tue, 03 Mar 2009 21:43:55 GMT
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all mods crash.. everything. and i think yes, it's the render device

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Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Jerad2142 on Tue, 03 Mar 2009 21:48:46 GMT
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Does it crash when you make a new one?
If it does give us a pic of your level editor folder... sometimes this helps us see a problem.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by ErroR on Tue, 03 Mar 2009 21:57:12 GMT
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wow. all of a sudden, it does not crash anymore (after i created a "pleasedontcrash" mod) i did not change anything. It used to crash after level edit opened.

Subject: Re: Windows 7 + Renegade / Modding Tools

Posted by [Jerad2142](#) on Tue, 03 Mar 2009 22:05:18 GMT
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ErroR wrote on Tue, 03 March 2009 14:57wow. all of a sudden, it does not crash anymore (after i created a "pleasedontcrash" mod) i did not change anything. It used to crash after level edit opened.
Who knows, maybe something running it the background was doing it, I know renegade used to always crash for me if Internet Explorer was running at the same time.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by [ErroR](#) on Wed, 04 Mar 2009 09:55:10 GMT
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Jerad Gray wrote on Wed, 04 March 2009 00:05ErroR wrote on Tue, 03 March 2009 14:57wow. all of a sudden, it does not crash anymore (after i created a "pleasedontcrash" mod) i did not change anything. It used to crash after level edit opened.
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maybe firefox, i don't really know.. but now (with nothing running) it simply closes when i click export mod package

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Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by [Jerad2142](#) on Wed, 04 Mar 2009 14:36:42 GMT
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ErroR wrote on Wed, 04 March 2009 02:55Jerad Gray wrote on Wed, 04 March 2009 00:05ErroR wrote on Tue, 03 March 2009 14:57wow. all of a sudden, it does not crash anymore (after i created a "pleasedontcrash" mod) i did not change anything. It used to crash after level edit opened.
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What comparability settings do you have on this thing, and what OS are you running (you might have said earlier), also, I still want a pick of the RenegadePublicTools/Leveledit folder contents, just to be on the same side and make sure this isn't something super obvious that we are looking over.

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by [ErroR](#) on Wed, 04 Mar 2009 14:41:04 GMT
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Jerad Gray wrote on Wed, 04 March 2009 16:36ErroR wrote on Wed, 04 March 2009 02:55Jerad Gray wrote on Wed, 04 March 2009 00:05ErroR wrote on Tue, 03 March 2009 14:57wow. all of a

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oh i think it's the compatibility settings and again. it works.. i din't have to bother posting, but yesterday it just kept closing. (i think the protblem was that it was set to run in compatibility with win 95)

Subject: Re: Windows 7 + Renegade / Modding Tools
Posted by Jerad2142 on Wed, 04 Mar 2009 14:46:00 GMT
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ErroR wrote on Wed, 04 March 2009 07:41Jerad Gray wrote on Wed, 04 March 2009 16:36ErroR wrote on Wed, 04 March 2009 02:55Jerad Gray wrote on Wed, 04 March 2009 00:05ErroR wrote on Tue, 03 March 2009 14:57wow. all of a sudden, it does not crash anymore (after i created a "pleasedontcrash" mod) i did not change anything. It used to crash after level edit opened.
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oh i think it's the compatibility settings and again. it works.. i din't have to bother posting, but yesterday it just kept closing. (i think the protblem was that it was set to run in compatibility with win 95)
I actually have never seen a reason to use ANY compatibility setting on level edit, I had already been using it for a good couple years before I got an Internet connection that was good enough for me to come on-line and see that every one recommended disabling visual themes...

Good to hear it all works now