
Subject: Another red alert problem -_-

Posted by [Tupolev TU-95 Bear](#) on Wed, 20 Jan 2010 22:06:10 GMT

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that pretty says the whole thing, except it happens when i build chronotanks.
It also happend when i started a mission in RA Aftermath

Subject: Re: Another red alert problem -_-

Posted by [F1r3st0rm](#) on Wed, 20 Jan 2010 22:59:38 GMT

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Imao thats owned. try reinstalling/restarting your pc, try google, drivers etc

Subject: Re: Another red alert problem -_-

Posted by [Omar007](#) on Thu, 21 Jan 2010 10:27:17 GMT

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I never seen that happen before

I didnt even know windows would have an error for such thing because its kinda obvious you shouldnt divide by 0 in programs

I would either try to restart or reinstall

Subject: Re: Another red alert problem -_-

Posted by [danpaul88](#) on Thu, 21 Jan 2010 11:02:00 GMT

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Omar007 wrote on Thu, 21 January 2010 10:27 I didnt even know windows would have an error for such thing because its kinda obvious you shouldnt divide by 0 in programs

Why *wouldn't* Windows have an error for it then? Clearly it's impossible to divide by 0, but you would be surprised how easily it can happen in a program...

Take for instance the following code;

```
int b = 5;
int c = myFunction();
int a = b / c;
```

Seems innocent enough, but what happens if myFunction returns 0 for some reason? Simple - you get a divide by 0 error. Now consider that there could be tens or even hundreds of other lines of code between those lines and that they might not even be in the same file as each other and you see just how easy it can be for a program to accidentally cause a divide by 0 exception.

Good programming technique would of course have you check whether the divisor is 0 before performing the calculation but that's sometimes unnecessary overhead and perhaps when the code was written it was dividing by a variable which should never be set to 0 and, at a later stage of development, it was decided that 0 would in fact be a valid value for the variable, perhaps to indicate a new state that was introduced to the program. That old function that assumed it would never be set to 0 is now a ticking timebomb waiting to go off.

So stating that Windows should not catch divide by 0 errors simply because you shouldn't try and do it in the first place is utterly absurd.

/RANDOM RANT

(I am doing coursework and it's stressful ^^ Apologies for taking it out on the forums by typing long, rambling and ultimately pointless rants....)

Subject: Re: Another red alert problem -_-
Posted by [Tupolev TU-95 Bear](#) on Thu, 21 Jan 2010 20:29:38 GMT
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Already Reinstalled Aftermath.... still getting same error when having Chronotanks.

But the funny thing is NOW in a mission where you destroy stalin's missile silo and you start with Chronotanks it doesnt crash...

Subject: Re: Another red alert problem -_-
Posted by [Omar007](#) on Fri, 22 Jan 2010 13:38:22 GMT
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Toggle Spoilerdanpaul88 wrote on Thu, 21 January 2010 12:02Omar007 wrote on Thu, 21 January 2010 10:27I didnt even know windows would have an error for such thing because its kinda obvious you shouldnt divide by 0 in programs

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Well in the time i programmed i never had anything like that xD

And i didnt stated windows shouldnt have a handling for that error, i only didnt thought it had

@GOL14TH; So when starting a mission it doesnt crash anymore?? 0o
(you have plain RA or TFD??)

Subject: Re: Another red alert problem -_-
Posted by [Tupolev TU-95 Bear](#) on Fri, 22 Jan 2010 15:10:55 GMT
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I both have RA and TFD but i only have renegade installed on TFD.
Red Alert + Aftermath on its own.

Subject: Re: Another red alert problem -_-
Posted by [Omar007](#) on Fri, 22 Jan 2010 18:02:21 GMT
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GOL14TH wrote on Fri, 22 January 2010 16:10| both have RA and TFD but i only have renegade installed on TFD.

Red Alert + Aftermath on its own.

Well i would say try to install it from TFD. idk what windows you are running, but i had some issues with the old RA on XP and up (borrowed it back then. I use TFD now)

Subject: Re: Another red alert problem - _ -

Posted by [Tupolev TU-95 Bear](#) on Fri, 22 Jan 2010 18:07:56 GMT

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Ok i uninstalled RA Aftermath [sad because i cant listen to the Aftermath songs on TFD], installed RA from TFD and i still keep getting the error

My OS is Windows XP professional SP3, the compatibility mode is windows 95.

Subject: Re: Another red alert problem - _ -

Posted by [Carrierll](#) on Fri, 22 Jan 2010 18:29:45 GMT

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Does it happen without the compatability mode? (Will the program run without the compatability mode?)

Subject: Re: Another red alert problem - _ -

Posted by [Tupolev TU-95 Bear](#) on Fri, 22 Jan 2010 21:16:55 GMT

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It happens with and without compatibility mode
