
Subject: Renegade crashes to desktop
Posted by [Titan1x77](#) on Sat, 30 Aug 2003 07:53:18 GMT
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Whats the default settings for renegade config...multi-texture lighting or Vertex or the other one...also the rest of the settings such as 32 bit or 16 bit?

game doesnt freeze ...it just crashes back to desktop and is gone.

Subject: Renegade crashes to desktop
Posted by [Titan1x77](#) on Sat, 30 Aug 2003 08:25:52 GMT
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updated my nvidia drivers to the latest and also directx9.0b and it's still happening...Anyone else ever have Renegade crash to desktop on them and have the game exit?

Subject: Renegade crashes to desktop
Posted by [Titan1x77](#) on Sat, 30 Aug 2003 08:56:00 GMT
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Windows XP
Geforce 2 mx/400
512mb ddr ram
pentuim 1.8

Everything ran fine,now just a couple of maps (lightwave,Tib pit 3)ones with custom textures...(havent tried many other custom texture maps)..seem to crash after playing for about 1-2 mins...I played these maps about a week ago and they ran just fine...now all of a sudden they are crashing on me...even in 1 player LAN

Westwod maps run fine.

Subject: Renegade crashes to desktop
Posted by [FalconxI](#) on Sat, 30 Aug 2003 10:00:37 GMT
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Remove any custom map, skin, sound, etc fromt he data directory an see if it stil does it. If it doesn't add the files back one by one untill it does it and you found a bad file, or just reinstall Ren.

Subject: Renegade crashes to desktop
Posted by [General Havoc](#) on Sat, 30 Aug 2003 10:31:53 GMT
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Yeah it sounds like a file in your renegade directory that would cause a crash. It happened to me before and it was a file I the directory. Normally if you set up a graphics setting and it doesn't like it the game will just work around it. If it is an error then just reset it to one of the default values.

Subject: Renegade crashes to desktop

Posted by [Titan1x77](#) on Sat, 30 Aug 2003 10:47:14 GMT

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Dual arena was the last map i had in my directory so i tried that as a last resort...and geuss what...it was conflicting..Im going to talk to halo38 about why it is...can you guys help investigate the possible reason?

Circular_grate1b

is 16 charcters if you count the space...its conflicting with my circular_grate1.dds...thats all i could find so far
