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Subject: XCC Mixer problems

Posted by [spreegem](#) on Fri, 17 Oct 2003 02:01:18 GMT

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I run the XCC Mixer, and the only game for it to check is Renegade, everytime I run it after 5 minutes of waiting, I either get a runtime error, this program as asked to terminate in an unusual way and will be shut down BLAH BLAH BLAH, or Your memory is to low BLAGH BLAGH BLAGH, Me computer has 384 Mg RAM, and I was able to run XCC mixer just fine with 256 Mg RAM I don't get it, what is wrong, I tried it on my brother's computer, and the same exact thing happened. I just want to find out how to fix it, should I cut out all the files except the one I want to look through? I tried that, and it still didn't work, only I didn't get the memory to low error this time, I wanted to make a Renegade Desktop, and can't do it untill I extract a few thing from the Always.dat. PLEASE SOMEBODY HELP! THANK YOU FOR ANY, AND ALL HELP YOU CAN GIVE!

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Subject: XCC Mixer problems

Posted by [kopaka649](#) on Fri, 17 Oct 2003 02:11:42 GMT

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i think to disable the scanning, you have to hold shift down when you're starting the program.

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Subject: XCC Mixer problems

Posted by [spreegem](#) on Fri, 17 Oct 2003 18:34:05 GMT

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OK I will try that. THANK YOU!

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Subject: XCC Mixer problems

Posted by [spreegem](#) on Fri, 17 Oct 2003 23:09:59 GMT

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Holding shift didn't work it still scanned it. Any other suggestions?

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Subject: XCC Mixer problems

Posted by [Cpo64](#) on Fri, 17 Oct 2003 23:14:11 GMT

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9 pound hammer?

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Subject: XCC Mixer problems

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Posted by [Jaspah](#) on Sat, 18 Oct 2003 00:21:49 GMT

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Cpo649 pound hammer?

Nah, I suggest a sludge hammer.

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Subject: XCC Mixer problems

Posted by [spreegem](#) on Sat, 18 Oct 2003 01:55:08 GMT

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How would a hammer help me? Come on please anybody know of something I can do to make it work.

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Subject: XCC Mixer problems

Posted by [kopaka649](#) on Sat, 18 Oct 2003 03:45:43 GMT

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spreegemHolding shift didn't work it still scanned it. Any other suggestions?  
you starting using a shortcut? pressing shift while opening that seems to work for me. if that doesn't work try getting an older version of xcc mixer 1.22 or 1.23, if you can still find one

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Subject: XCC Mixer problems

Posted by [weetbix](#) on Sat, 18 Oct 2003 07:53:15 GMT

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I used to have this same problem, but I installed Tiberium Sun to play and then I ran XCC and now I don't have this problem anymore (still have Tiberium Sun on the computer)

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Subject: XCC Mixer problems

Posted by [Titan1x77](#) on Sat, 18 Oct 2003 10:15:16 GMT

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press shift and hold it directly After you start the program....timing is critical.

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Subject: XCC Mixer problems

Posted by [spreegem](#) on Sat, 18 Oct 2003 14:15:38 GMT

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I just got 1.27 and it works perfectly, the previous version I had was 1.20 was it compatible with Renegade?

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Subject: XCC Mixer problems  
Posted by [kopaka649](#) on Sat, 18 Oct 2003 17:59:59 GMT  
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dunno. i think it should be but i could be wrong

From XCC newsXCC Mixer 1.20 10:38:59 16-03-2002

A viewer and a convertor for ReneGade DirectDrawSurface files have been added to XCC Mixer.

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Subject: XCC Mixer problems  
Posted by [General Havoc](#) on Sat, 18 Oct 2003 19:01:50 GMT  
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j4S[p]Cpo649 pound hammer?

Nah, I suggest a sludge hammer.

Did you mean Sledge?

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Subject: XCC Mixer problems  
Posted by [spreegem](#) on Sat, 18 Oct 2003 23:30:22 GMT  
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j4S[p]Cpo649 pound hammer?

Nah, I suggest a sludge hammer.

A hammer made out of Tiberium Sludge would probably work good. Might be bit dangerous. . .

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Subject: XCC Mixer problems  
Posted by [laeubi](#) on Sun, 19 Oct 2003 09:26:14 GMT  
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try deleting the:

- \* standard file list.dat
- \* XCC Mixer log.txt

should be result in a clean start.

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Subject: XCC Mixer problems

Posted by [spreegem](#) on Sun, 19 Oct 2003 14:00:18 GMT

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spreegem1 just got 1.27 and it works perfectly.

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