
Subject: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Tue, 27 Mar 2012 01:49:22 GMT
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We have pushed a hot-fix that should solve the various "memory leak" and "resource leak" issues reported by some people. (and related issues like crashes and slowdowns due to running out of resources)

Subject: Re: New beta 4 hot-fix is now available
Posted by [Gohax](#) on Tue, 27 Mar 2012 03:53:51 GMT
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I just reinstalled Renegade without 4.0 because I got tired of all of the FPS lag I was getting due to 4.0. Kind of ironic how this came up literally 2 hours after I did it lol. Anyway, nice job. No more fps lagging!

Subject: Re: New beta 4 hot-fix is now available
Posted by [liquidv2](#) on Tue, 27 Mar 2012 06:18:48 GMT
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it auto-downloads or is there somewhere i need to go for it?

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Tue, 27 Mar 2012 06:22:44 GMT
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It will autodownload.

Subject: Re: New beta 4 hot-fix is now available
Posted by [reckneya](#) on Tue, 27 Mar 2012 22:25:58 GMT
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Hi I posted in the other thread about the memory leak issue. I now have massive crashes after this update and have reverted back to previous fix. My friend has the exact same issue. The whole system crashes and reboots. We have the same OS, so maybe that is part of where the problem originates from and thus where the solution lies. We both run Windows 7 Ultimate 64 bit.

Subject: Re: New beta 4 hot-fix is now available

Posted by [g.O.DguardOfDeath](#) on Tue, 27 Mar 2012 22:36:31 GMT

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Hi, my friend Reckneya mentioned a friend 'which is me' with the same BIG CRASH problem, all tho he mentions its possible that our OS might have something to do with it, but I have another friend that has had the same issue while running XP OS.

When we say BIG CRASH we mean our PC freeze a few seconds sometimes minutes into game then restarts its self.

All to soon after the update.

Subject: Re: New beta 4 hot-fix is now available

Posted by [C4Smoke](#) on Wed, 28 Mar 2012 02:23:40 GMT

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wait so as I understand this fixed the "GamePlay Pending" That Always seems to come at the worst moments?

Subject: Re: New beta 4 hot-fix is now available

Posted by [Ethenal](#) on Thu, 29 Mar 2012 18:38:29 GMT

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Was not able to take a screenshot, but I crashed with this popup:

Toggle SpoilerMicrosoft Visual C++ Runtime Library

Runtime Error!

Program: C:\Westwood\Renegade\game2.exe

R6025

- pure virtual function call

crashdump attached.

P.S. additional info

I was in the Turbo Technologies DM server on M02.mix through XWIS (via RenList) and had only been ingame for about two seconds before I crashed. I was playing a few minutes before but my internet had lagged out.

I am on Windows 7 Ultimate x64.

File Attachments

1) [crashdump.20120329-183044-r4691-n1.zip](#), downloaded 71 times

Subject: Re: New beta 4 hot-fix is now available
Posted by [NACHO-ARG](#) on Thu, 29 Mar 2012 23:21:05 GMT
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same here, but i get that error when i start the game by the launcher.

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Fri, 30 Mar 2012 08:53:34 GMT
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Added the crashdump posted by Ethenal to the bug tracker/todo list.

Subject: Re: New beta 4 hot-fix is now available
Posted by [reckneya](#) on Fri, 30 Mar 2012 13:36:10 GMT
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My ren has not produced a single crash dump because it was a complete system failure. But maybe my windows has created a crash dump. Would such a file be helpful for you? If so I'll look for it and upload it.

Subject: Re: New beta 4 hot-fix is now available
Posted by [Ethenal](#) on Sun, 01 Apr 2012 01:30:42 GMT
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Another crash - M03.mix, Exodus Co-op, joined via GameSpy - played for 10 or so minutes, then when I pressed J or K (don't remember which, I hit both) it crashed. Crashdump is attached.

Windows 7 Ultimate x64

File Attachments

1) [crashdump.20120401-012846-r4691-n1.zip](#), downloaded 68 times

Subject: Re: New beta 4 hot-fix is now available
Posted by [Ethenal](#) on Sun, 01 Apr 2012 02:03:49 GMT
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lol, it's obviously from pressing K - same thing happened to me on same map. Probably a bug brought on by the things that are placed on the map, but I dunno.

Subject: Re: New beta 4 hot-fix is now available
Posted by [ehhh](#) on Sun, 01 Apr 2012 02:20:55 GMT
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That's the map/mod, used to happen to me years ago on dm servers lol...

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Sun, 01 Apr 2012 03:21:24 GMT
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Crash posted by Ethenal fixed for next version.

Subject: Re: New beta 4 hot-fix is now available
Posted by [iRANian](#) on Sun, 01 Apr 2012 13:29:51 GMT
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m03 iirc had that crash bug because the mct in the dam, i remember zunnie trying to debug that issue for his coop mod a while ago

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Sun, 01 Apr 2012 14:21:01 GMT
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For reference, the crash in question happened because there is a building controller on the map that has a building type of "refinery" but is not an actual refinery.
Its fixed for the next version in any case (by checking that its an actual refinery before we try to use it)

Subject: Re: New beta 4 hot-fix is now available
Posted by [Ethenal](#) on Sun, 01 Apr 2012 15:39:49 GMT
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iRANian wrote on Sun, 01 April 2012 08:29m03 iirc had that crash bug because the mct in the dam, i remember zunnie trying to debug that issue for his coop mod a while ago
That's M02, silly (and yes it did crash).

jonwil wrote on Sun, 01 April 2012 09:21For reference, the crash in question happened because there is a building controller on the map that has a building type of "refinery" but is not an actual refinery.
Its fixed for the next version in any case (by checking that its an actual refinery before we try to

use it)

That makes sense. There is an (SP) Refinery structure, but I assume since it's singleplayer I guess it can't function as an actual Refinery.

Subject: Re: New beta 4 hot-fix is now available
Posted by [iRANian](#) on Sun, 01 Apr 2012 17:22:54 GMT
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Oh right, does that fix also fix m02?

Subject: Re: New beta 4 hot-fix is now available
Posted by [Ethenal](#) on Wed, 04 Apr 2012 02:21:20 GMT
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Crash on M02.mix in Singleplayer (loaded from the "Armored Assault" thing, not a save, but loaded from the save screen), had just destroyed the PP and was outside the PP about to walk in the elevator to go down to the Dam again and I crashed.

This may very well be one of the same bugs I've crashed from before, as I can't read the .dmp files and determine what happened, but I uploaded it just to make sure.

File Attachments

1) [crashdump.20120404-021748-r4691-n1.zip](#), downloaded 70 times

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Wed, 04 Apr 2012 05:14:47 GMT
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Added to bug tracker.

Subject: Re: New beta 4 hot-fix is now available
Posted by [Jerad2142](#) on Wed, 04 Apr 2012 05:50:27 GMT
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Ethenal wrote on Tue, 03 April 2012 20:21 Crash on M02.mix in Singleplayer (loaded from the "Armored Assault" thing, not a save, but loaded from the save screen), had just destroyed the PP and was outside the PP about to walk in the elevator to go down to the Dam again and I crashed.

This may very well be one of the same bugs I've crashed from before, as I can't read the .dmp files and determine what happened, but I uploaded it just to make sure.

Maybe you should add the whole save so they can test it as well ;p

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Wed, 04 Apr 2012 18:07:56 GMT
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He said it want a save-game but instead a level loaded from the save screen (once you finish a level, it appears on that screen for you to replay later)

Subject: Re: New beta 4 hot-fix is now available
Posted by [jonwil](#) on Thu, 05 Apr 2012 01:10:28 GMT
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We have added some further code for debugging the audio crashes.
More specifically it will crash if it hits certain code it should not be hitting, the crash-dumps that result should help us find out whats going on.

Subject: Re: New beta 4 hot-fix is now available
Posted by [Ethenal](#) on Thu, 05 Apr 2012 02:51:05 GMT
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Just out of curiosity, are all these crashdumps I gave you audio related?

Subject: Re: New beta 4 hot-fix is now available
Posted by [StealthEye](#) on Thu, 12 Apr 2012 15:40:23 GMT
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This one is related to emitters. We can't find out exactly what happened, so we're marking it as closed.
