
Subject: Memory can not be read.

Posted by [warranto](#) on Sun, 12 Mar 2006 23:53:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can anyone tell me what the problem here could be? It seems to occur just as a building is being destroyed.

I don't know if this is CP2 related. I had Renguard set up to automatically download core patches, and after scanning and detecting errors, this began to happen.

File Attachments

1) [Renegade Error.gif](#), downloaded 701 times

The screenshot shows the Renegade game interface. At the top, a window titled "Renegade" displays a message: "Renegade has encountered a problem and needs to close. We are sorry for the inconvenience." Below this, a "game2.exe - Application Error" dialog box is open, showing a red 'X' icon and the text: "The instruction at '0x005e5f1a' referenced memory at '0x00000000'. The memory could not be 'read'. Click on OK to terminate the program. Click on CANCEL to debug the program." The dialog has "OK" and "Cancel" buttons. In the background, the Renegade interface includes a sidebar with links like "Server List", "Beginner's Guide", and "Help". A central text area contains server information and rules, including "Server Forums @ [http://renegade.the-pitts.net](\"http://renegade.the-pitts.net\")". At the bottom, a chat log shows messages: "[16:36] To launch Renegade, please click 'Renegade'. [16:37] You have joined The Pits (renmaps.com). [16:42] You have left server The Pits (renmaps.com). [16:43] You have joined The Pits (renmaps.com). [16:47] You have left server The Pits (renmaps.com).". Buttons for "Renegade", "Options", and "Quit" are visible at the bottom of the interface. A status bar at the very bottom reads "RenGuard 1.03 - 472 user(s) on 69 server(s)."