Subject: Memory can not be read.
Posted by warranto on Sun, 12 Mar 2006 23:53:04 GMT
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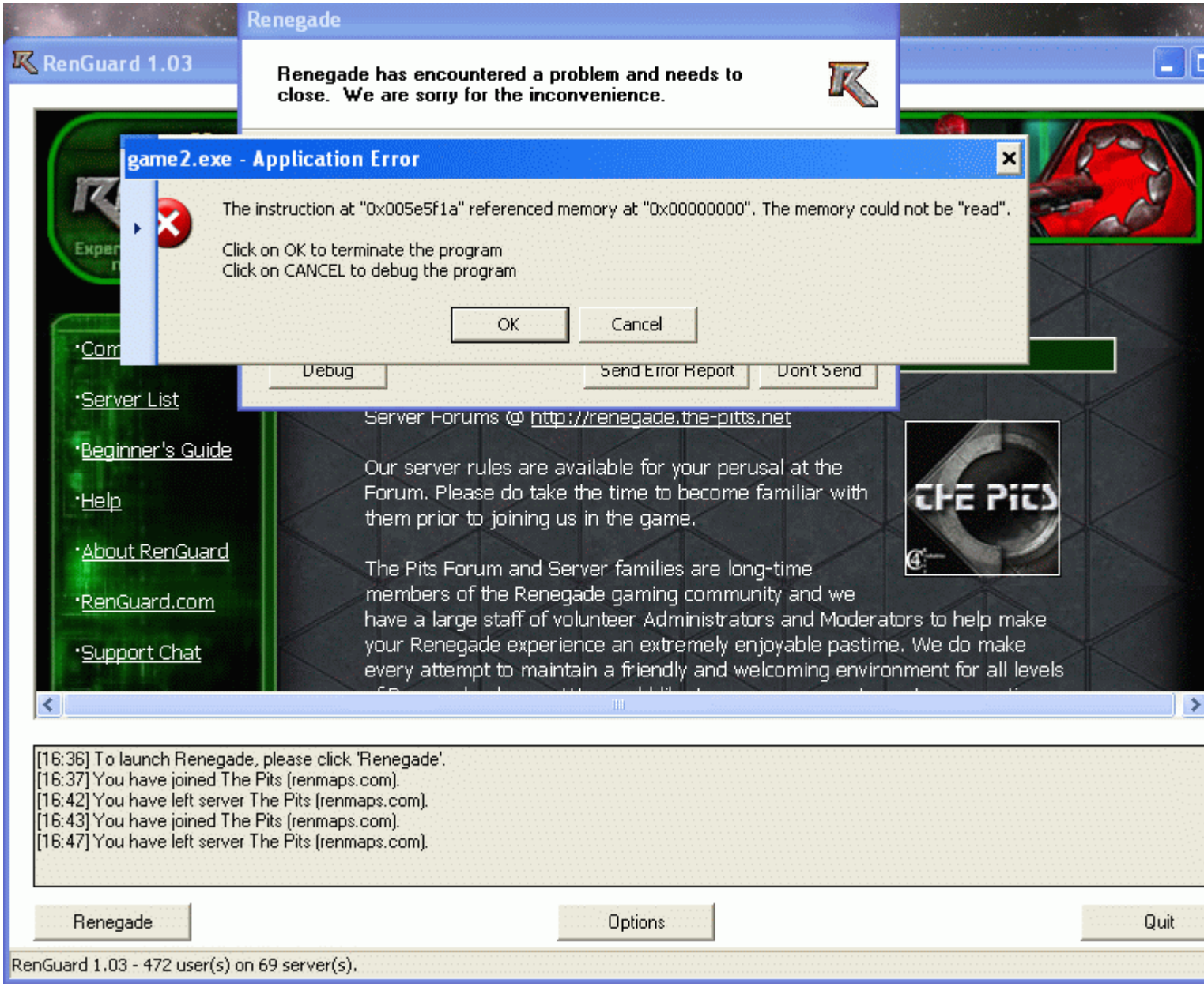
Can anyone tell me what the problem here could be? It seems to occur just as a building is being destroyed.

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 413 times


RenGuard 1.03
Renegade
Renegade has encountered a problem and needs to close. We are sorry for the inconvenience.
game2.exe - Application Error
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
OK
Cancel
Debug
Send Error Report
Don't Send
Server List
Beginner's Guide
Help
About RenGuard
RenGuard.com
Support Chat
Server Forums @ http://renegade.the-pitts.net
Our server rules are available for your perusal at the Forum. Please do take the time to become familiar with them prior to joining us in the game.
The Pits Forum and Server families are long-time members of the Renegade gaming community and we have a large staff of volunteer Administrators and Moderators to help make your Renegade experience an extremely enjoyable pastime. We do make every attempt to maintain a friendly and welcoming environment for all levels
[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).
Renegade
Options
Quit
RenGuard 1.03 - 472 user(s) on 69 server(s).