
Subject: renguard crash

Posted by [djw1965](#) on Fri, 07 Sep 2007 12:35:49 GMT

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

sorry to bring this up again but i don't have much hair left to pull out.
i have tried everything at this end with no results
renguard crashes five mins aprox into game.
I've done the script thingy and it still crashes.
any help would be appreciated.

DJ

Subject: Re: renguard crash

Posted by [Caveman](#) on Fri, 07 Sep 2007 13:32:04 GMT

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

Could you define what a crash is? Can you get a screenshot or some error code?

Any info you can provide will greatly improve the help given.

Subject: Re: renguard crash

Posted by [djw1965](#) on Fri, 07 Sep 2007 18:27:04 GMT

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

here are a couple of pics
hope these are of use
dj

File Attachments

- 1) [screen070907.bmp](#), downloaded 225 times
 - 2) [error.bmp](#), downloaded 237 times
-

Subject: Re: renguard crash

Posted by [Carrierll](#) on Fri, 07 Sep 2007 20:57:35 GMT

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

On the second picture, click the bit that says "Show technical Info" and then upload that text file here.

Upload. Please do not POST it.

Subject: Re: renguard crash
Posted by [djw1965](#) on Sat, 08 Sep 2007 23:37:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

file as requested
thanks
dj

File Attachments

1) [5d72_appcompat.txt](#), downloaded 272 times

Subject: Re: renguard crash
Posted by [djw1965](#) on Tue, 25 Sep 2007 16:47:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

is my problem that bad and unfixable
it wouldn't surprise me if it was
anything you think i should try or do?
dj

Subject: Re: renguard crash
Posted by [CarrierII](#) on Wed, 26 Sep 2007 06:29:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm. I've never had this happen before, ever.
Install the latest version of scripts?

(Please note, I'm suggesting comparatively random attempts to fix this problem, if anyone *Read - Renguard Dev* can make more sense of that file then please help!)
