
Subject: Loading game after scripts 3.x is patched, and it crashes to desktop
Posted by [Bioh4zarD](#) on Thu, 11 Oct 2007 10:15:30 GMT

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

After i placed the scripts 3x file I played a skirmish even training to test if its gonna load. When it loads it crashes back to desktop, If anyone can help just feel free to post here.

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop
Posted by [Carrierll](#) on Thu, 11 Oct 2007 17:50:58 GMT

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

The skirmish tends to crash with some of the scripts versions. Try online play.

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop
Posted by [Bioh4zarD](#) on Fri, 12 Oct 2007 00:49:46 GMT

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

after I played online it says "version mismatch" and also I noticed that the buttons when its testing your bandwidth with the letters TDBRRB.

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop
Posted by [Carrierll](#) on Fri, 12 Oct 2007 21:27:18 GMT

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

If you're using regular renegade, try downloading this (and double click on it, it's registry values, it might change some of your display settings, but should also fix that error.)

File Attachments

1) [Renegade.reg](#), downloaded 318 times

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop
Posted by [Bioh4zarD](#) on Sun, 14 Oct 2007 14:23:02 GMT

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

Thanks for the help that ren reg worked renegade now.

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop

Posted by [CarrierII](#) on Sun, 14 Oct 2007 15:22:21 GMT

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

Yeah, I just realised I gave you my serial (in a hashed format, but my serial non-the-less)

Please re-enter yours using This tool. I must remember to take it out next time. :-s

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop

Posted by [Goztow](#) on Sun, 14 Oct 2007 18:52:43 GMT

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

CarrierII wrote on Sun, 14 October 2007 17:22Yeah, I just realised I gave you my serial (in a hashed format, but my serial non-the-less)

Please re-enter yours using This tool. I must remember to take it out next time. :-s

LOL!

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop

Posted by [CarrierII](#) on Sun, 14 Oct 2007 19:25:26 GMT

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

Yep. I was really awake when I did that. Nevermind, I can always swap to one of my two other legal and valid ones.

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop

Posted by [jonwil](#) on Mon, 29 Oct 2007 02:14:46 GMT

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

That serial hash is useless without the woldata.key file that matches it so your serial is safe.

Subject: Re: Loading game after scripts 3.x is patched, and it crashes to desktop

Posted by [CarrierII](#) on Mon, 29 Oct 2007 17:57:11 GMT

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

Thank you...
