

---

Subject: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Fri, 23 Nov 2007 16:35:58 GMT

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

---

question to jonwil (or anyone else with knowledge)

Just installed it because i needed to test out the hud.ini, everything works fine when i start up Renegade, but when i load up a map it crashes.. you can see the loadingbeam going to the end, but it just crashes at that moment.

i posted my crashdump.txt to

thanks in advance

---

#### File Attachments

1) [crashdump6.txt](#), downloaded 350 times

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Caveman](#) on Fri, 23 Nov 2007 16:41:44 GMT

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

---

You've posted this in the wrong section. I don't think jonwil even checks out this part of the forum. You might be best making a new one in the Other Products forum.

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Caveman](#) on Fri, 23 Nov 2007 20:37:06 GMT

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

---

Ignore the above post.. It would seem that the topic has been moved. And I can't edit my first post.

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Sat, 24 Nov 2007 09:00:19 GMT

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

---

ok i ignored it

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Fri, 30 Nov 2007 20:42:03 GMT

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

---

damn to bad no one could help me

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [Di3HardNL](#) on Wed, 27 Feb 2008 11:00:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

goddamit

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [CarrierII](#) on Wed, 27 Feb 2008 14:25:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm aware this is old, but it was bumped... are you sure your hud.ini modifications are correct and won't make it crash, the client will probably crash if it's hud.ini is incorrect when it tries to draw the HUD, IE, when the map loading bar gets to the end.

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 10:59:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I installed scripts 3.4.4 , and tried to load renegade without any w3d,dds,tga,ini,wav etc. so its a total clean renegade map.

i have a crashdump right here, by the way i can also dont play reborn because it runs 3.4.4 so probably has something to do with my pc :/

#### File Attachments

1) [crashdump1.txt](#), downloaded 222 times

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [CarrierII](#) on Thu, 28 Feb 2008 16:42:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can you please list your hardware and install the Latest DirectX

(Scripts 3.4.4 requires DirectX9 to be installed, it also requires DirectX9 graphics hardware, which is ATI Radeon 9500 or above, I'm not sure about Nvidia)

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 20:57:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I already installed that before, didnt help me thanks for trying to help tho

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [CarrierII](#) on Thu, 28 Feb 2008 21:06:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can you please list your hardware?

Processor Make / speed, Graphics card make / model and RAM amount please.

Edit - If you don't know how to do that, or what they are anyway, do:

Start --> Run

type "dxdiag" and then press OK.

Click on "Save All Information" and save the text file somewhere.

Attach that text file to your next post.

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [Di3HardNL](#) on Fri, 29 Feb 2008 12:12:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok here it is =]

#### File Attachments

1) [systeminfo.txt](#), downloaded 526 times

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [Di3HardNL](#) on Fri, 29 Feb 2008 12:13:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

maybe we can go through this with PM's? goes faster

---

---

Subject: Re: Problem with Scripts 3.4.4  
Posted by [CarrierII](#) on Fri, 29 Feb 2008 13:05:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Your graphics hardware isn't up to scratch, it's too old.

Minimum requirements for Scripts 3.4.4 is DirectX9 hardware, according to Wikipedia, yours is DirectX 5/6. The fix is to:

Install scripts 3.4.4 AND UNCHECK "BLOOM" and "SHADERS"

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Fri, 29 Feb 2008 22:47:41 GMT

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

---

tried that already multiple times, but still crashed

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Carrierll](#) on Sat, 01 Mar 2008 08:26:37 GMT

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

---

I think you can't use the DirectX9 scripts in any way, I take it using 2.9.2 doesn't crash?

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Sun, 02 Mar 2008 12:36:14 GMT

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

---

nope 2.9 works great

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Carrierll](#) on Sun, 02 Mar 2008 14:21:38 GMT

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

---

Use 2.9.2 from [www.sourceforge.net](http://www.sourceforge.net) then. Clicky

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Sun, 02 Mar 2008 21:08:16 GMT

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

---

I don't need 2.9.2, I already have it. as i said it works fine. What I need is 3.4.4 working. So i can play CnCreborn, and I can play with the newer hud which has been released a couple of months ago

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Carrierll](#) on Mon, 03 Mar 2008 08:37:55 GMT

---

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

---

Get new hardware then, or try and get jonwil to help you.

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Mon, 03 Mar 2008 19:45:26 GMT

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

---

What new hardware would i need? like a video card?  
and i paged jonwil multiple times, no answers

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Scrin](#) on Mon, 03 Mar 2008 20:13:07 GMT

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

---

Di3HardNL wrote on Mon, 03 March 2008 13:45  
and i paged jonwil multiple times, no answers  
oh my

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [CarrierII](#) on Mon, 03 Mar 2008 20:40:28 GMT

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

---

Di3HardNL wrote on Mon, 03 March 2008 19:45What new hardware would i need? like a video card?  
and i paged jonwil multiple times, no answers

A new video card would help you in any sense, as your one is so old, that Nvidia has discontinued support, and like I said, is DirectX 6/7 hardware, most games out now are written for DirectX9, and the latest stuff is DirectX 10. How old is your PC?

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [saberhawk](#) on Tue, 04 Mar 2008 04:32:57 GMT

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

---

DX9 API is backcompat with DX1 hardware even...

---

---

Subject: Re: Problem with Scripts 3.4.4

---

Posted by [CarrierII](#) on Tue, 04 Mar 2008 09:14:12 GMT

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

---

Seeing as you're here SaberHawk, can you shed some light on this crash then?

---

---

Subject: Re: Problem with Scripts 3.4.4

Posted by [Di3HardNL](#) on Tue, 04 Mar 2008 14:24:17 GMT

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

---

Saberhawk already tried to help met with some tools, but didn't figure it out (yet) I think this pc is 3 and a half years old. It was quite good for that time I guess.

But ehh I'll check out some PC stores in the area here and I will buy a new videocard. Even if I didn't needed this s 3.4.4 I would go buy a new one.

---