Subject: Missions cause my client to crash...
Posted by Zion on Mon, 21 Jan 2008 19:32:48 GMT
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That's right. All missions (well, M01, as i can't get to any others without doing M01) crash Renegade to desktop without warning.

The intro movie to MX0 (the first one (Scorpion Hunters)), MX0.mix, and the into movie to M01 work okay, however before it even attempts to load the map, it crashes to desktop.

Anyone have any idea as to why?

Subject: Re: Missions cause my client to crash...
Posted by Lone0001 on Mon, 21 Jan 2008 21:03:03 GMT
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Have you tried it without the scripts? Renaming scripts2.dll scripts.dll and naming scripts.dll scripts2.dll

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Subject: Re: Missions cause my client to crash...
Posted by =HT=T-Bird on Mon, 21 Jan 2008 21:12:51 GMT
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Zion Fox wrote on Mon, 21 January 2008 13:32That's right. All missions (well, M01, as i can't get to any others without doing M01) crash Renegade to desktop without warning.

The intro movie to MX0 (the first one (Scorpion Hunters)), MX0.mix, and the into movie to M01 work okay, however before it even attempts to load the map, it crashes to desktop.

Anyone have any idea as to why?
Are you getting a crashdump?

Subject: Re: Missions cause my client to crash...
Posted by cmatt42 on Mon, 21 Jan 2008 22:37:18 GMT
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{SB}Lone0001 wrote on Mon, 21 January 2008 15:03Have you tried it without the scripts? Renaming scripts2.dll scripts.dll and naming scripts.dll scripts2.dll
You pretty much have to do this.

Subject: Re: Missions cause my client to crash...
Posted by Zion on Tue, 22 Jan 2008 03:56:58 GMT

cmatt42 wrote on Mon, 21 January 2008 22:37{SB}Lone0001 wrote on Mon, 21 January 2008 15:03Have you tried it without the scripts? Renaming scripts2.dll scripts.dll and naming scripts.dll scripts2.dll
You pretty much have to do this.

How come the first one works then? I'll try that

And I'll check for a crashdump too.

Subject: Re: Missions cause my client to crash...
Posted by Goztow on Tue, 22 Jan 2008 07:27:34 GMT

Depends what scripts u use. If u use scripts 3+ then there's a bit more file to rename/delete.

Subject: Re: Missions cause my client to crash...
Posted by Zion on Tue, 22 Jan 2008 08:41:03 GMT

I don't like Scripts 3+, i stick with ones that work, so it's 2.9.2 for me.

Subject: Re: Missions cause my client to crash...
Posted by Goztow on Tue, 22 Jan 2008 08:49:49 GMT

Then the above proposed solution should work .

Subject: Re: Missions cause my client to crash...
Posted by Zion on Tue, 22 Jan 2008 12:42:35 GMT

It has, thank you Lonewolf.

But why do scripts 2.9.2 not work with the missions? I thought Jonwil just added to it, not took critical parts away?

Bah, 30 second load times suck, but it's real fun getting back to the missions. ^_^

Subject: Re: Missions cause my client to crash...
Posted by Lone0001 on Tue, 22 Jan 2008 15:41:16 GMT
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All my missions(at least all that I have played so far) work with scripts 3.4.4 I think it is other than the often random crash there seems to be no problems.

Subject: Re: Missions cause my client to crash...
Posted by CarrierII on Wed, 23 Jan 2008 08:31:00 GMT
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It's some bug that jonwil never fixed. Just use stock scripts.