Subject: Random Crashings
Posted by Altzan on Tue, 09 Dec 2008 23:21:12 GMT
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Sorry if this is in wrong section.

I frequently get on Wittebolx servers, but it will sporadically (randomly) crash on me and generate crashdumps.

Can anyone make sense of this one? (From Wittebolx TDM, but I usually get these errors in C&C)

http://rapidshare.com/files/171911206/cd.dmp.html

Subject: Re: Random Crashings
Posted by CarrierII on Wed, 10 Dec 2008 10:57:09 GMT
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AFAIK Wittlebox servers are heavily modified. Are you using Scripts 3.4.4?

Subject: Re: Random Crashings
Posted by Altzan on Wed, 10 Dec 2008 13:24:22 GMT
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No, 2.9.2

Subject: Re: Random Crashings
Posted by CarrierII on Wed, 10 Dec 2008 17:38:42 GMT
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At a guess, that's the problem, install Scripts 3.4.4 and DO NOT CHECK "BLOOM" or "SHADERS" as these require a higher graphics card (which is probably something you don't have, and you are therefore using 2.9.2)

Subject: Re: Random Crashings
Posted by Altzan on Wed, 10 Dec 2008 21:19:40 GMT
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[quote title=CarrierII wrote on Wed, 10 December 2008 11:38and DO NOT CHECK "BLOOM" or

"SHADERS" as these require a higher graphics card (which is probably something you don't have, and you are therefore using 2.9.2)

[/quote]

Could you be a bit more specific? Unckeck those wehre, in Renegade or during scripts installation?

Thanks for the reply btw

Subject: Re: Random Crashings
Posted by MGamer on Wed, 10 Dec 2008 21:28:41 GMT
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bhs.dll options ingame

Subject: Re: Random Crashings
Posted by cAmpa on Wed, 10 Dec 2008 21:40:31 GMT
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2.9 scripts should running fine, on all servers.

Subject: Re: Random Crashings
Posted by Altzan on Wed, 10 Dec 2008 21:51:04 GMT
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cAmpa wrote on Wed, 10 December 2008 15:402.9 scripts should running fine, on all servers.

Well, they don't, not for me

I installed so I hope it's all good, hasn't crashed on me yet anyway

Thanks

Subject: Re: Random Crashings
Posted by Altzan on Thu, 11 Dec 2008 04:11:07 GMT
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Dunno if it's fixable, but whenever I host LAN servers with 3.4.4 they automatically crash   It's just LAN, not online.

Subject: Re: Random Crashings
Posted by Altzan on Fri, 12 Dec 2008 00:06:29 GMT
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Altzan wrote on Wed, 10 December 2008 22:11Dunno if it's fixable, but whenever I host LAN servers with 3.4.4 they automatically crash   It's just LAN, not online.

NVM I got rid of the scripts, they weren't helping.

Subject: Re: Random Crashings
Posted by ErroR on Fri, 12 Dec 2008 12:48:35 GMT
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most of people use old scripts to see *buyed stealth suit. but i think 2.9 is good for game options too.
EDIT: what a shame.. *bought

Subject: Re: Random Crashings
Posted by wittebolx on Fri, 12 Dec 2008 15:25:35 GMT
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cAmpa wrote on Wed, 10 December 2008 22:402.9 scripts should running fine, on all servers.
i hate to say it, but my server is indeed heavily modified and players need scripts 3.x
here is the link with only the dll's
just extract it to your root folder of renegade.
http://fr00bs.com/downloads/scripts344.rar

Subject: Re: Random Crashings
Posted by Altzan on Fri, 12 Dec 2008 19:44:38 GMT
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wittebolx wrote on Fri, 12 December 2008 09:25cAmpa wrote on Wed, 10 December 2008 22:402.9 scripts should running fine, on all servers.
i hate to say it, but my server is indeed heavily modified and players need scripts 3.x
here is the link with only the dll's
just extract it to your root folder of renegade.
http://fr00bs.com/downloads/scripts344.rar

Thing is, I had 3.4.4 installed recently. I couldn't run LAN servers anymore and the server still made my game crash. Nothing about graphics I believe. It did more harm than good so I rid myself if it and got 2.x again.

Wittebolx TDM crashes a lot less (very rarely actually) so thats the one I go to for my deathmatch needs

Subject: Re: Random Crashings
Posted by Goztow on Sat, 13 Dec 2008 08:53:21 GMT
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Might be a bad server side script as well?

Subject: Re: Random Crashings
Posted by wittebolx on Sat, 13 Dec 2008 17:51:57 GMT
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Goztow wrote on Sat, 13 December 2008 09:53Might be a bad server side script as well?
could be, but then again my scripts are checked by some of the most recommend scripters in the renegade community and nothing seems wrong, but what we did discover is that brenbot.dll is the reason for some of the server crashes.