Subject: scripts 344 faultyness
Posted by Poskov on Sun, 04 Jan 2009 04:05:06 GMT
View Forum Message <> Reply to Message

i was playing renegade, then it just crashed for no reason

File Attachments
1) crashdump1.txt, downloaded 261 times

Subject: Re: scripts 344 faultyness
Posted by saberhawk on Sun, 04 Jan 2009 05:06:32 GMT
View Forum Message <> Reply to Message

Poskov wrote on Sat, 03 January 2009 22:05i was playing renegade, then it just crashed for no
reason

Niiiiiiiiiice, Renegade crashes by itself for random reasons like it usually does, and you blame
scripts 3.4.4. AWESOME!

Subject: Re: scripts 344 faultyness
Posted by Poskov on Sun, 04 Jan 2009 17:32:09 GMT
View Forum Message <> Reply to Message

happened only after i installed it

Subject: Re: scripts 344 faultyness
Posted by havoc9826 on Sun, 04 Jan 2009 18:51:29 GMT
View Forum Message <> Reply to Message

37 crashdumps (plus multiple other crashes that the windows error service caught instead of the
crashdumper) since my last Ren install, with only scripts 3.4.4's 4camp.net .exe file and djlaptop's
standalone no-cd patch installed, suggest it's either scripts 3.4.4's fault or Fraps' fault. The only
times I had more random crashes was during the eras of scripts 2.7.x, 2.9.0 (2.9.2 was usually
fine), and 3.1.x.

Edit: for good measure, sysinfo.

File Attachments
1) crashdumps.zip, downloaded 114 times
2) sysinfo.txt, downloaded 189 times

Subject: Re: scripts 344 faultyness

Posted by [Goztow](#) on Sun, 04 Jan 2009 18:53:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know 3.1.4 was also a very stable release, maybe you could try this one?

Subject: Re: scripts 344 faultyness
Posted by [saberhawk](#) on Sun, 04 Jan 2009 19:57:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Sun, 04 January 2009 11:32happened only after i installed it

However, with your record of constantly *trying* to mod Renegade and the nature of the crash you posted, I'm rather inclined to say that the crash was caused by one of your attempted mods.

Subject: Re: scripts 344 faultyness
Posted by [Poskov](#) on Thu, 08 Jan 2009 21:07:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh yeah...
i just remebered, when i played apb (newest version)
it would crash randomly just like my renegade
it too has scripts 344

Subject: Re: scripts 344 faultyness
Posted by [saberhawk](#) on Thu, 08 Jan 2009 21:20:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

The crash which you posted is related to being unable to process certain files and doesn't involve scripts 3.4.4-specific features. The answer as to why that's happening is usually "You modded files and broke something." or "Your hardware is failing." Because you've posted about crashes in which you failed to mention that you modified files before, it's obviously the first reason. As for crashes with APB, the likely issue is that they shipped something called "apbshaders.dll" which contains unfinished and usually unstable code.

Subject: Re: scripts 344 faultyness
Posted by [Poskov](#) on Fri, 09 Jan 2009 02:58:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

how do u break something?

Subject: Re: scripts 344 faultyness
Posted by saberhawk on Fri, 09 Jan 2009 06:47:52 GMT
View Forum Message <> Reply to Message

Poskov wrote on Thu, 08 January 2009 20:58how do u break something?

Simply said, by looking at it or touching it the wrong way. There are too many ways to break Renegade so I'm not going to even start listing them.

Subject: Re: scripts 344 faultyness
Posted by Caveman on Fri, 09 Jan 2009 09:10:50 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Fri, 09 January 2009 06:47Poskov wrote on Thu, 08 January 2009 20:58how do u break something?

Simply said, by looking at it or touching it the wrong way. There are too many ways to break Renegade so I'm not going to even start listing them.

Lol, man im so tempted to write something rude about that

Subject: Re: scripts 344 faultyness
Posted by ErroR on Fri, 09 Jan 2009 16:50:13 GMT
View Forum Message <> Reply to Message

if i host a 1p lan game mine crashes when the harv gets out of wf

---