Subject: Explosions = bad
Posted by Altzan on Fri, 26 Nov 2010 23:38:46 GMT
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For some reason, my client is prone to crashing whenever an explosion occurs in my character's vicinity (C4, vehicle death, etc). Any idea what might cause that?

Subject: Re: Explosions = bad
Posted by Berkut on Sun, 28 Nov 2010 23:46:45 GMT
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Shot in the dark, but maybe your computer isn't handling heavy particle effects very well? Have you tried turning down/off particle effects with the configuration utility?

Subject: Re: Explosions = bad
Posted by Hypnos on Mon, 29 Nov 2010 00:21:24 GMT
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Sounds to me as if you're FPS is crashing, causing you to disconnect.

Try playing on a lower performance.

Subject: Re: Explosions = bad
Posted by Altzan on Mon, 29 Nov 2010 02:12:16 GMT
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I'm running with lowest settings except textures and geometry, which are at highest. This is how I played on my older PC, and I never had this problem...

Thanks for the suggestions, though, I appreciate it.

Subject: Re: Explosions = bad
Posted by havoc9826 on Mon, 29 Nov 2010 07:21:06 GMT
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Have you checked for dust bunnies in the GPU's heatsink and/or fan? I had a crashy renegade (reborn infantry beta actually) when it overheated a couple years back.

Subject: Re: Explosions = bad
Posted by Altzan on Tue, 30 Nov 2010 01:31:44 GMT

This one that's crashing a lot is a laptop with a fan in the back, which looks cleared of any obstruction.

Subject: Re: Explosions = bad
Posted by Hypnos on Tue, 30 Nov 2010 06:02:23 GMT

There was a smoke FPS reducer, try that and see if it helps.

Subject: Re: Explosions = bad
Posted by Goztow on Tue, 30 Nov 2010 07:11:53 GMT

Does your screen freeze or does the client crash to desktop? In first case: overheating, in 2nd case: post the crashdumps.

Subject: Re: Explosions = bad
Posted by Altzan on Tue, 30 Nov 2010 07:44:51 GMT

Goztow wrote on Tue, 30 November 2010 01:11Does your screen freeze or does the client crash to desktop? In first case: overheating, in 2nd case: post the crashdumps.

Client crash.
I might have to wait on that a bit, I haven't played Ren in a couple weeks and I won't be sure that the crashdump is about the error in the first place... I'll clear it before I play next and if I crash again, I'll post.