Subject: Internal Error crash
Posted by Lone0001 on Fri, 09 Sep 2011 21:48:16 GMT
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I'm getting this just about every time I start Renegade, it's hit and miss whether I am actually able to get Renegade running. I tried reinstalling Renegade and I'm still getting it. I attached a crashdump file to this post and here's a screenshot.

Toggle Spoiler

File Attachments
1) CrashDump.zip, downloaded 146 times

Subject: Re: Internal Error crash
Posted by StealthEye on Fri, 09 Sep 2011 22:18:33 GMT
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It's a crash somewhat related to shadows. Saberhawk will have to see what the exact problem is, but can you try to disable shadows in wwconfig and see if it still crashes?

Subject: Re: Internal Error crash
Posted by Lone0001 on Fri, 09 Sep 2011 22:35:44 GMT
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How exactly would I go about doing that? If you're referring to the "Shader Detail" slider on the Video tab, setting that to the lowest doesn't help.

Subject: Re: Internal Error crash
Posted by Lone0001 on Sat, 10 Sep 2011 16:06:07 GMT
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Tried it on both my Integrated gfx and my Dedicated gpu (yes I am using a laptop), still same error. Also tried it on multiple resolutions, with v-sync on and off, and windowed mode, same result for all.

Subject: Re: Internal Error crash
Posted by StealthEye on Sat, 10 Sep 2011 20:26:09 GMT
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According to Saberhawk this problem has already been solved, and will be distributed in the next update. It seems there is little you can do about it if windowed mode does not work either for you.

Subject: Re: Internal Error crash
Posted by Lone0001 on Sat, 10 Sep 2011 23:32:19 GMT
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Any idea when the next update is coming?

Subject: Re: Internal Error crash
Posted by StealthEye on Sat, 10 Sep 2011 23:55:20 GMT
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No, sorry; we don't have an ETA for that atm.

Subject: Re: Internal Error crash
Posted by Lone0001 on Sun, 11 Sep 2011 06:45:57 GMT
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What exactly is the issue that is causing it to crash?

Subject: Re: Internal Error crash
Posted by EvilWhiteDragon on Sun, 11 Sep 2011 11:46:06 GMT
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Quote:Fix possible crash on device reset when there is no active PhysicsSceneClass instance

According to the SVN commit from SaberHawk.

Subject: Re: Internal Error crash
Posted by Lone0001 on Sun, 11 Sep 2011 17:13:45 GMT
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Ah, I see, thanks for telling me.

Subject: Re: Internal Error crash
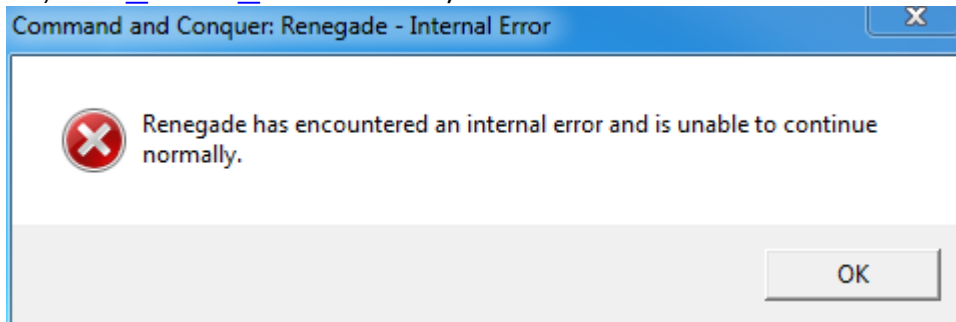Posted by Creed3020 on Sat, 17 Sep 2011 22:44:49 GMT

I just got this after I installed TT 4.0 and ran the TT Launcher for the first time:

So now I cannot play until a new build comes out?

```
File Attachments
```
1) TT_Load_Fail.PNG, downloaded 656 times

Command and Conquer: Renegade - Internal Error   ☒

  ❌ Renegade has encountered an internal error and is unable to continue
normally.

          OK

Subject: Re: Internal Error crash
Posted by Lone0001 on Sun, 18 Sep 2011 00:38:35 GMT

Welcome to the club.

Oh and to answer your question: Yes.

Subject: Re: Internal Error crash
Posted by Creed3020 on Sun, 18 Sep 2011 00:41:17 GMT

Lone0001 wrote on Sat, 17 September 2011 20:38Welcome to the club.

So I was able to play once I opened wwconfig.exe and fixed all of my graphic settings. They had been forgotten from my previous configuration. Have you tried this yet?

Subject: Re: Internal Error crash
Posted by Lone0001 on Sun, 18 Sep 2011 00:45:49 GMT

I've tried a lot, from changing every setting I could find in wwconfig, some registry entries, and reinstalling renegade multiple times. Renegade works just fine until I install TT Scripts 4.0...

Subject: Re: Internal Error crash
Posted by EvilWhiteDragon on Sun, 18 Sep 2011 01:12:40 GMT
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Creed3020 wrote on Sun, 18 September 2011 02:41Lone0001 wrote on Sat, 17 September 2011
20:38Welcome to the club.

So I was able to play once I opened wwconfig.exe and fixed all of my graphic settings. They had
been forgotten from my previous configuration. Have you tried this yet?
It is known this can happen and is fixed for the next build.

It was fixed 26 hours ago:

stealtheye has just committed revision 4305 in Tiberian Technologies:
Force wwconfig to run after a registry conversion. That ensures that the device id is set correctly.

@ Lone0001: You could contact StealthEye as he'll probably be able to help you figure out what is
wrong. My guess would be some registry setting, which would mean it would be fixed in the next
update.

stealtheye has just committed revision 4302 in Tiberian Technologies:
Improve registry conversion (HKLM/HKCR -> HKCU).

Subject: Re: Internal Error crash
Posted by StealthEye on Sun, 18 Sep 2011 17:17:21 GMT
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No, I don't know how to temp-fix this problem. The registry fixes I did were something else (they
solve Creed3020's problem but not Lone0001's).

Subject: Re: Internal Error crash
Posted by halo2pac on Sun, 18 Sep 2011 19:00:57 GMT
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I get this error when trying to host a lan game or play skirmish. Also the old method of custom
skirmish map list doesn't work!

online play doesnt get that error though.

Subject: Re: Internal Error crash
Posted by StealthEye on Sun, 18 Sep 2011 23:25:34 GMT
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For any "Internal error" message, please upload the crashdump (My Documents/Renegade/Client/*.dmp) file that should be created whenever the message shows. Sometimes it generates two for a single "Internal error" message. Please also specify when it happened. (You already did that.)

Also post them in different threads please; they are often not related. "Internal error" is very general, and can relate to anything.

Subject: Re: Internal Error crash
Posted by halo2pac on Sun, 09 Oct 2011 05:21:49 GMT
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I could never figure out how to decipher one of those C++ dump files :S

Subject: Re: Internal Error crash
Posted by saberhawk on Sun, 09 Oct 2011 05:26:25 GMT
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halo2pac wrote on Sat, 08 October 2011 22:21I could never figure out how to decipher one of those C++ dump files :S

You open it in Visual Studio along with a matching set of debugging symbols (the .pdb files) and press Debug.