Subject: TT Crashes and ghosts
Posted by WNxKenny on Sat, 10 Sep 2011 09:19:53 GMT
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Morning all.

 Nice work with the release of the public beta. However i am noticing a lot more ghosts recently and the client does seem to be a bit slower, could be my internet, it isn't the best as it is. However the problem i am having is that after playing for awhile the client crashes completly. I minimize to find a message saying that the game client is unable to continue to run in its normal state (SOmething like that, there was no error code or anything). Anyway i have uploaded the crash dump document within this post. Hope this comes in useful.

WNxKenny

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File Attachments
1) crashdump.txt, downloaded 305 times
```

Subject: Re: TT Crashes and ghosts
Posted by jonwil on Sat, 10 Sep 2011 09:29:34 GMT
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Go to the "My Documents" folder then to Renegade then Client then Debug and you should see a bunch of .dmp files. Grab the latest one and upload it (zip it up first)

Subject: Re: TT Crashes and ghosts
Posted by WNxKenny on Sat, 10 Sep 2011 09:33:58 GMT
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As requested, uploaded. Thanks again

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File Attachments
1) Crashdump.zip, downloaded 183 times
```

Subject: Re: TT Crashes and ghosts
Posted by StealthEye on Sat, 10 Sep 2011 19:29:43 GMT
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The crashdump does unfortunately not give enough details to see what is going on. Can you please create an empty folder named "extended_crashdumps" in the location of the other .dmp file (My Documents/Renegade/Client/debug/"? When it crashes again, it will generate a much larger (couple 100 MB) crashdump which we can hopefully use to track down the real cause.

Please upload the file and send a link via PM, because it is possible that it contains personal info (e.g. xwis password).

Subject: Re: TT Crashes and ghosts
Posted by WNxKenny on Sat, 10 Sep 2011 22:46:16 GMT
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Ok cheers for your help. Next time it crashes i will do so. Been playing a fair bit today, but smaller games and it has been very stable, will try on a busier server shortly

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