
Subject: RC2 crashes

Posted by [Necropolite](#) on Fri, 25 Jan 2013 02:16:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, I was playing earlier today with no issues- I tried to play some more Renegade later and a "UAC Launcher" forced me to update something. I saw that there was a new patch called RC2 released, so that must have been the update, right? It updated and now, the game crashes invariably. I tried playing about 5 times. Here are the messages I get after the game quits itself:

<http://i.imgur.com/BxxeBem.png>

<http://i.imgur.com/qqq7Kfw.png>

They are the same messages each time.

I tried removing all skins (I had skins on the nod tanks and one of the havocs), because I thought that might be it, but it still crashes. I also had a few custom sounds, but removing them didn't help either. I use RenList to see the servers. Anyone have any ideas? Thanks in advance.

Subject: Re: RC2 crashes

Posted by [StealthEye](#) on Fri, 25 Jan 2013 06:38:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please go to my documents/renegade/client/debug (or something similar) and see if there are any crashdump (.dmp) files. Please upload the most recent ones.

Subject: Re: RC2 crashes

Posted by [Necropolite](#) on Fri, 25 Jan 2013 21:19:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here you go-

File Attachments

- 1) [crashdump.20130125-012939-r5229-n1.dmp](#), downloaded 294 times
- 2) [crashdump.20130125-013238-r5229-n1.dmp](#), downloaded 289 times
- 3) [crashdump.20130125-014705-r5229-n1.dmp](#), downloaded 264 times
- 4) [crashdump.20130125-015851-r5229-n1.dmp](#), downloaded 281 times

Subject: Re: RC2 crashes

Posted by [StealthEye](#) on Fri, 25 Jan 2013 22:59:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

These crashes are all in the same place in the audio code. Could you try again to disable your custom sounds, and can you try changing/reselecting the audio device in wwconfig?

Subject: Re: RC2 crashes

Posted by [Necropolite](#) on Sat, 26 Jan 2013 04:14:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Seems to be working, I don't know why it wasn't earlier. In any case, thank you!!
