Subject: Crash on entering communications center in the second SP mission
Posted by Omar007 on Mon, 26 Jan 2015 17:46:46 GMT

I was playing the SP for a bit and the game crashed on me when I tried to enter the communications center in the second mission.

When you come up to it from the HoN you destroyed previously and walk past the right side, the door you will encounter hides an elevator.
It crashed when I entered that elevator the moment a Nod Soldier walked out of it.

Quote:Build b6812
Built on 2015-01-05 10:12:24Z using commit 2c4efd47d8c1fb0b1a6b518b46963040ee6b1c6b
Distributed as scripts-2015.01.05-b6812.zip.

File Attachments
1) `crashdump.20150126-173920-r6812-n1.dmp`, downloaded 273 times

Subject: Re: Crash on entering communications center in the second SP mission
Posted by Omar007 on Mon, 26 Jan 2015 18:01:59 GMT

It happened again. This time a have a save just after I destroyed the HoN.

Oh and fyi, any other entrance is fine and exiting from the inside using that elevator worked fine too.

File Attachments
1) `quicksaveB.sav`, downloaded 254 times
2) `crashdump.20150126-180057-r6812-n1.dmp`, downloaded 273 times

Subject: Re: Crash on entering communications center in the second SP mission
Posted by jonwil on Mon, 26 Jan 2015 20:23:03 GMT

What version of Windows are you running?
Also I see msvcr100.dll and msvcp100.dll in your Renegade folder (something that normally shouldn't happen, normally those dlls should be in the windows folders somewhere)

Not entirely sure whats causing your crashes, will need to investigate further. (it appears to be something in the pathfind code based on a quick look)

Subject: Re: Crash on entering communications center in the second SP mission
Posted by Omar007 on Mon, 26 Jan 2015 21:06:12 GMT
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Windows 8.1 Pro 64 bit.

Don't ask me how they got there. It was a clean C&C Collection installation patched with 4.1, then patched with 4.2 to test that version

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Subject: Re: Crash on entering communications center in the second SP mission
Posted by Omar007 on Mon, 26 Jan 2015 22:47:10 GMT
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At the time I posted my previous post I wasn't able top verify your statement about those DLLs and I also wondered how they could possibly be there as it doesn't make any sense for them to be there. So I checked my Renegade folder just now; they aren't actually there.
Guess the dump is giving you false information

I sure hope the info you need to track down the crash doesn't contain false information...

Subject: Re: Crash on entering communications center in the second SP mission
Posted by jonwil on Mon, 26 Jan 2015 23:08:22 GMT
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Aha, I see now, those files came from Origin (in D:\Program Files (x86)\Origin\Renegade\Core which is an Origin folder).

Try turning off the in-game overlay in Origin for Renegade. Not saying it will help your crashes but it certainly cant hurt (and I have observed it causing problems before on my own copy of Ultimate Collection)

Subject: Re: Crash on entering communications center in the second SP mission
Posted by Omar007 on Wed, 28 Jan 2015 23:40:28 GMT
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jonwil wrote on Tue, 27 January 2015 00:08(in D:\Program Files (x86)\Origin\Renegade\Core which is an Origin folder).
Ah yes ofc. I didn't check that one because I knew that wasn't part of the Renegade game itself xD

I can probably check tomorrow if disabling the overlay impacts this crash or not. I personally never had any problems with the overlay though so I kind of doubt it will change the result.
But I'd rather test it and make sure than make assumptions in this case, so look out for an update

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somewhere tomorrow I guess   .

Subject: Re: Crash on entering communications center in the second SP mission
Posted by Jerad2142 on Thu, 29 Jan 2015 16:56:03 GMT

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I did all the missions with the overly on up to level 7 without issue so I doubt that'll fix it, but never know I guess. I was on windows 8 with UAC turned off so maybe its caused by something like that.

Subject: Re: Crash on entering communications center in the second SP mission
Posted by Omar007 on Thu, 29 Jan 2015 17:41:50 GMT

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Same crash again. The Origin overlay was disabled this time.

@Jerad: Windows 8.1 64-bit and UAC disabled on my end.

File Attachments
1) crashdump.20150129-174036-r6812-n1.dmp, downloaded 259 times

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Subject: Re: Crash on entering communications center in the second SP mission
Posted by jonwil on Sun, 15 Feb 2015 11:10:57 GMT

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I still haven't been able to identify whats going on here. I have also not reproduced it myself.

Has anyone other than Omar007 been able to reproduce this issue?