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Subject: Game crashing

Posted by [Caveman](#) on Tue, 08 Nov 2005 09:22:38 GMT

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Well, I'll be playing renegade and for some reason it will crash.

Now this happens 24/7, basically the game freezes and then i get an error.

Ive had this problem for about a year now just been doing some checking around and shit, like to see if it was a hardware problem etc.. now i know its not all that ive ran outta ideas.

Anyone care to help?

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### File Attachments

1) [Renegade being gay.JPG](#), downloaded 1264 times

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Renegade

Team	Kills	Deaths	K/D	Credits	Score
1 Nod	1	2	0.5	96	204
1 GDI	2	1	2.0	-	105

  

Player	Kills	Deaths	K/D	Credits	Score
* 1. Caveman[CDT]	1	2	0.5	96	204
2. Robosquirrel	2	1	2.0	-	105

FPS = 53, SFPS = 60, PING = 395, KBPS = 304

SE

+150

Credits: 96  
Time Remaining: 00:27:01

999

**Renegade**

**Renegade has encountered a problem and needs to close. We are sorry for the inconvenience.**

If you were in the middle of something, the information you were working on might be lost.

**Please tell Microsoft about this problem.**  
We have created an error report that you can send to us. We will treat this report as confidential and anonymous.

To see what data this error report contains, [click here](#).

Send Error Report    Don't Send

[02:15:55] \* Joins: nurple (~rusman71@ZiRC-5647A5E6.watrfd01.mi.comcast.net)

[02:16:12] <@Fastc0nn> Caveman[CDT] killed Robosquirrel (Nod Minigunner vs GDI Minigunner)

[02:16:26] \* ChanServ sets mode: +o nurple

[02:17:05] <@Fastc0nn> Robosquirrel killed Caveman[CDT] (GDI Engineer vs Nod Minigunner)

[02:17:18] <@Fastc0nn> GDI: Robosquirrel

[02:17:19] <@Fastc0nn> Nod: Caveman[CDT]

[02:17:35] <@Fastc0nn> Host: [BR] The Mine Limit for C&C\_Glacier\_Flying.mix is 30 mines.

start

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