
Subject: Game crashing

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

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

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?

File Attachments

1) [Renegade being gay.JPG](#), downloaded 985 times

Renegade

Team
1 Nod
1 GDI
Player
1. Caveman[CDT]
2. Robosquirrel

FPS = 53, SFPS = 60, PING = 395, KBPS = 36, Credits Score = 96, 104
Kills Deaths K/D Credits Score
1 2 0.5 96 104
2 1 2.0 96 104
Kills Deaths K/D Credits Score
1 2 0.5 96 104
2 1 2.0 96 104

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](#).

Credits: 96
Time Remaining: 00:27:01

[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

 mIRC - [#Fastc0nn1 ...]

 RenegadeIP 1.0.2

 Curt - Conversation

 (F) - Slick_Snake -- C...

 MSN Messenger

 !Morphix - Convers...

 Renegade

 My Pictures