
Subject: Memory can not be read.

Posted by [warranto](#) on Sun, 12 Mar 2006 23:53:04 GMT

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Can anyone tell me what the problem here could be? It seems to occur just as a building is being destroyed.

I don't know if this is CP2 related. I had Renguard set up to automatically download core patches, and after scanning and detecting errors, this began to happen.

File Attachments

1) [Renegade Error.gif](#), downloaded 520 times

