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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.

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### File Attachments

1) [Renegade Error.gif](#), downloaded 692 times

The screenshot shows the Renegade game interface. At the top, a window titled "Renegade" displays a message: "Renegade has encountered a problem and needs to close. We are sorry for the inconvenience." Below this, a "game2.exe - Application Error" dialog box is open, showing a red 'X' icon and the text: "The instruction at '0x005e5f1a' referenced memory at '0x00000000'. The memory could not be 'read'. Click on OK to terminate the program. Click on CANCEL to debug the program." The dialog has "OK" and "Cancel" buttons. In the background, the Renegade interface includes a "RenGuard 1.03" window with a menu: "Com...", "Server List", "Beginner's Guide", "Help", "About RenGuard", "RenGuard.com", and "Support Chat". A "Server Forums @ <http://renegade.the-pitts.net>" link is visible. Below the menu, there is text about server rules and a "THE PITS" logo. At the bottom, a chat log shows: "[16:36] To launch Renegade, please click 'Renegade'. [16:37] You have joined The Pits (renmaps.com). [16:42] You have left server The Pits (renmaps.com). [16:43] You have joined The Pits (renmaps.com). [16:47] You have left server The Pits (renmaps.com)." At the very bottom, there are buttons for "Renegade", "Options", and "Quit", and a status bar that reads "RenGuard 1.03 - 472 user(s) on 69 server(s)."