

---

Subject: What made my Ren crash?

Posted by [Goztow](#) on Mon, 09 Jul 2007 21:00:51 GMT

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

---

Can someone quickly tell me what caused this ren crash?

#### File Attachments

1) [crashdump.txt](#), downloaded 269 times

---

---

Subject: Re: What made my Ren crash?

Posted by [Ryu](#) on Mon, 09 Jul 2007 21:09:19 GMT

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

---

game2.exe

xD

---

---

Subject: Re: What made my Ren crash?

Posted by [StoneCold](#) on Tue, 10 Jul 2007 02:58:51 GMT

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

---

Alex wrote on Mon, 09 July 2007 16:09game2.exe

xD

umm ya man says at top

Exception occured at 0051A940 .text:0051A940 (game2.exe)

---

---

Subject: Re: What made my Ren crash?

Posted by [Goztow](#) on Tue, 10 Jul 2007 06:17:32 GMT

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

---

Tx, that really helped me out...

---

---

Subject: Re: What made my Ren crash?

Posted by [danpaul88](#) on Tue, 10 Jul 2007 09:15:55 GMT

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

---

As far as I know the fact the crash occurred within game2.exe and not any of the .dll files indicates its NOT a problem with scripts.dll. Is this a regular crash you are having, or just a one off random reneccrash that we all get now and again?

---

---

Subject: Re: What made my Ren crash?  
Posted by [Goztow](#) on Tue, 10 Jul 2007 09:54:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

danpaul88 wrote on Tue, 10 July 2007 11:15As far as I know the fact the crash occurred within game2.exe and not any of the .dll files indicates its NOT a problem with scripts.dll. Is this a regular crash you are having, or just a one off random reencrash that we all get now and again? The last one but I'm getting them quite regulary lately (more often than before).

---

Subject: Re: What made my Ren crash?  
Posted by [CarrierII](#) on Tue, 10 Jul 2007 10:21:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, from what I can make out of that crashdump... game2.exe keeps trying to read 0x000000 which isn't read correctly, or maybe wasn't written to in the first place... and then it breaks. Might be a scripts.dll error.

Don't take what I said as truth, I know very little about this.

---

Subject: Re: What made my Ren crash?  
Posted by [Ryu](#) on Tue, 10 Jul 2007 11:49:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Tue, 10 July 2007 01:17Tx, that really helped me out...

Take a joke.

But it turned out I was sorta right eh?

---

Subject: Re: What made my Ren crash?  
Posted by [Yrr](#) on Tue, 10 Jul 2007 15:25:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's something related to sounds. You are not the first one with that bug, but I don't know the cause.

---

Subject: Re: What made my Ren crash?  
Posted by [Goztow](#) on Tue, 10 Jul 2007 16:54:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yrr wrote on Tue, 10 July 2007 17:25It's something related to sounds. You are not the first one

---

with that bug, but I don't know the cause.

Tx.

---