
Subject: Crash in full screen

Posted by [Bulldawg](#) on Fri, 05 Sep 2008 19:39:48 GMT

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When I run renegade in full screen (1680x1050), after about 5-10 minutes ingame my computer will either randomly restart or I get the BSOD or it freezes and makes a wierd noise.

However if I run in windowed mode I'm fine. I can run COD4 and CS:S in 1680x1050 for hours and be just fine.

Any ideas?

Subject: Re: Crash in full screen

Posted by [Carrierll](#) on Sun, 07 Sep 2008 10:45:06 GMT

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Using Scripts 3.4.4?

Subject: Re: Crash in full screen

Posted by [Bulldawg](#) on Sun, 07 Sep 2008 13:46:57 GMT

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yep, and before I have 2.9.2 and the same thing happened. I've tried using my original drivers and updated drivers. It still seems to crash my pc in full screen.

Subject: Re: Crash in full screen

Posted by [Carrierll](#) on Sun, 07 Sep 2008 17:23:10 GMT

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Which hardware and OS? Does it occur if you try a smaller resolution?

Subject: Re: Crash in full screen

Posted by [Bulldawg](#) on Mon, 08 Sep 2008 00:42:25 GMT

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AMD Athlon 64 3700+
2 gigs ram
geforce 7600 gt
sound blaster audigy 2 zs

Windows XP SP3

It did the same thing with SP2.

It does not crash in windowed mode. I haven't tried playing in full screen in a resolution other than native. I will try now.

EDIT: I can play in full screen in 1152x864 with no crash. But bullets don't show up. Oo.

Subject: Re: Crash in full screen
Posted by [Lone0001](#) on Mon, 08 Sep 2008 01:37:28 GMT
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Changing the resolution won't stop the bullets from showing up, try playing around with the performance setting(2nd highest makes the bullets show I think).

Subject: Re: Crash in full screen
Posted by [CarrierII](#) on Mon, 08 Sep 2008 13:38:36 GMT
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Probably some sort of complex issue with Ren's graphics and that high resolution then. You'll either have to live with it, or play in something lower. :s
