Subject: Renegade crash
Posted by Spyder on Sat, 07 Feb 2009 16:09:11 GMT

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Hi guys,

I am planning on creating a HD video walkthrough for renegade, but unfortunately after moving all my modifications to a different folder my renegade application keeps crashing when trying to load a single player map.

How is this possible?

Crashdump.txt included

File Attachments
1) crashdump1.txt, downloaded 441 times

Subject: Re: Renegade crash
Posted by Spyder on Sat, 07 Feb 2009 16:16:32 GMT

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Nevermind, problem solved by replacing Deathlink's shaders with scripts 3.44 shaders.