

- Project Reality Forums** (<http://www.realitymod.com/forum/>)
- **PR Help and Hardware Support** (<http://www.realitymod.com/forum/f27-pr-help-hardware-support/>)
 - - **Crash after deploy?** (<http://www.realitymod.com/forum/f27-pr-help-hardware-support/44822-crash-after-deploy.html>)

xIRONHEADx

08-30-2008 12:41 AM

Crash after deploy?

I have downloaded both the 'Core' and 'Levels' exe's. I load the MOD up and when the level is done loading I click 'deploy' and the game completely shuts off taking me back to my desktop.

SYS:

Toshiba Satellite A215-S4747
AMD 64 X2 2.2Ghz
4GB DDR2 800Mhz
ATI Mobility Radeon X1200 128MB
54 Mbps Atheros WiFi
Windows XP SP3 (Not original OS, Vista was)
BF2 Vanilla v1.41

:confused:

WilhelmTell

08-30-2008 01:29 AM

Re: Crash after deploy?

I have exactly the same problem.

System:
Q6600
4 GB 800Mhz
8800 GT 512mb
Vista 32

I have uninstalled the previous version of PR. Then installed Core + Levels. Al Basrah level loaded, when clicking on deploy in the lower right corner -> CTD without any error message.

Cyrax-Sektor

08-30-2008 01:30 AM

Re: Crash after deploy?

Have you guys tried repatching to 1.41? I'm doing that now, because I myself CTDed trying to Deploy on Basrah.

Well that didn't help.

Running 1280x1024 @ 75hz
All Low GFX settings except Medium Geometry, Medium Texture, Medium Texture Filtering and 100% view. Anti-aliasing at 2x

P.S. I ran on windowed mode, no error message on Basrah, just CTD as soon as it's done loading.

Update: Well, Basrah loaded fine. I honestly hope it was some minor bug and not me joining a .75 server. :lol:

pfceversion

08-30-2008 01:39 AM

Re: Crash after deploy?

i am wondering i am not all that smart how do u do whatever it is u said might fix this problem

WilhelmTell

08-30-2008 02:42 AM

Re: Crash after deploy?

Okay, all maps (new and old) work fine, but Al Basrah (battlearena) doesn't work for me. I just read in another thread that battlearena may be still running the old PR version !?
That could be the problem ... :-P

[R-CON]Wolfe

08-30-2008 06:40 AM

Re: Crash after deploy?

Are you running 800x600 resolution?

There is a bug that causes 800x600 resolutions to crash upon deployment. As a temporary fix, use a resolution of 1024x768 or higher. The DEVs working on a fix.

JohnnyRaygun

08-30-2008 06:49 AM

Re: Crash after deploy?

I'm running 1280X1024 and getting the same problem. I uninstalled .75, made sure the game was patched to 1.41 and then installed the core then levels. Still CTD after connecting to a server.

[R-CON]Wolfe

08-30-2008 06:52 AM

Re: Crash after deploy?

Run PR in window mode. When the game crashes, it will display an error message. Post the error info here.

Rambo_Gump

08-30-2008 02:03 PM

Re: Crash after deploy?

I have the same problem, except my game crashes when I click deploy to join the server, so my game never even starts loading.

P.S. How do you run it in window mode?

B.Pummer

08-30-2008 03:32 PM

Re: Crash after deploy?

In the shortcut's properties change the Target at the end from fullscreen 1 to fullscreen 0

skooterkid23

08-30-2008 04:07 PM

Re: Crash after deploy?

Ok if you are running VISTA you can't play 0.8 Alot of vista users are having this problem. I don't think there is anything we can do but see if the PR-Dev team will make a hotfix or something. (I hope)

Search Engine Optimization by [vBSEO](#).