
Nordschleife 2007 FINAL crash (CTD)

Posted by effjottess - 2019/11/30 19:12

Hallo zusammen!

Ich habe folgendes Problem:

Beim Einzelrennen auf meiner Lieblingsstrecke Nordschleife 2007 FINAL VLN kommt es jedes mal in der zweiten, bzw. dritten Runde zum CTD.

Woran kann das liegen???

Bin f  r jede Hilfe dankbar!!!

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by MichaW - 2019/11/30 20:07

effjottess schrieb:

Hallo zusammen!

Ich habe folgendes Problem:

Beim Einzelrennen auf meiner Lieblingsstrecke Nordschleife 2007 FINAL VLN kommt es jedes mal in der zweiten, bzw. dritten Runde zum CTD.

Woran kann das liegen???

Bin f  r jede Hilfe dankbar!!!

Nabend,

hast du mal eine Trace datei erstellen lassen? Da sieht man wahrscheinlich mehr.

das geht so:

http://www.altbierbude.de/component/option,com_fireboard/Itemid,99/func,view/catid,34/id,104103/lang,de/#104108

GTL dann als Admin starten

Gl  ck auf!

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by effjottess - 2019/12/01 10:58

Ich starte GTL immer als Administrator.

Trace sieht so aus, ich wei   aber nicht, was das Ganze bedeutet:

TRACE LEVEL = 1000

NetComm.cpp 7639: NetComm checking command line: "-trace=1000"

game.cpp 622: Entered Game::Enter()

osman.cpp 480: Entered OSMAN::Enter()

setup.cpp 1088: Could not find BMW_TURBO.HDC

setup.cpp 1088: Could not find BMW_TURBO.CAS

setup.cpp 1088: Could not find BMW_TURBO.HDC

setup.cpp 1088: Could not find BMW_TURBO.CAS

setup.cpp 1088: Could not find BMW_TURBO.HDC

setup.cpp 1088: Could not find BMW_TURBO.CAS

setup.cpp 1088: Could not find BMW_TURBO.HDC

setup.cpp 1088: Could not find BMW_TURBO.CAS

setup.cpp 1088: Could not find BMW_TURBO.HDC

setup.cpp 1088: Could not find BMW_TURBO.CAS

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED

setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED
setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED
setup.cpp 1088: Could not find HEADPHYSICS_GTL.HED
setup.cpp 1088: Could not find FORD_ESCORT70.HDC
setup.cpp 1088: Could not find FORD_ESCORT.CAS
setup.cpp 1088: Could not find ESCORTSOUNDS.AUD
setup.cpp 1088: Could not find SIMCA_RALLYE2_SOUNDS.AUD
vidman.cpp 1044: Entered VidMan::Enter()
specialfx.cp 3138: Entered SpecialFX::Enter()
dynman.cpp 632: Entered DynMan::Enter()
plrfile.cpp 3334: Entered PlayerFile::Enter()
sound.cpp 725: Entered Sound::Enter()
hwinput.cpp 6369: Entered HWInput::Enter()
onscreen.cpp 2941: Entered OnScreen::Enter()
game.cpp 717: Entered Game::Setup()
hwinput.cpp 6383: Entered HWInput::Setup()
options.cpp 1561: Entered Options::Setup()
plrfile.cpp 2510: Attempting to save to USERDATA\Franz Schricker\Franz Schricker.TMP
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\Franz Schricker\Franz Schricker.PLR
specialfx.cp 3144: Entered SpecialFX::Setup()
steward.cpp 4585: Entered Steward::Setup()
dynman.cpp 644: Entered DynMan::Setup()
sound.cpp 748: Entered Sound::Setup()
onscreen.cpp 2947: Entered OnScreen::Setup()
vidman.cpp 1184: Entered VidMan::Setup()
plrfile.cpp 3344: Entered PlayerFile::Setup()
plrfile.cpp 2510: Attempting to save to USERDATA\Franz Schricker\Franz Schricker.TMP
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\Franz Schricker\Franz Schricker.PLR
game.cpp 764: Entered Game::Init()
vidman.cpp 1237: Entered VidMan::Init()
ai_db.cpp 2143: Entered AIDatabase::Init()
steward.cpp 4680: Entered Steward::Init()
steward.cpp 1403: Could not find light "PTLIT02"
hwinput.cpp 6426: Entered HWInput::Init()
specialfx.cp 3255: Entered SpecialFX::Init()
dynman.cpp 674: Entered DynMan::Init()
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTL-GTR2\TRACKVEHICLES\SAFETYCAR\SAFETYCAR.CAS)
slot.cpp 291: Entered Slot::Init()
pitmod.cpp 194: Entered PitAction::Init
AnimationLoa 24: AnimationLoader::Load(PitCrew.ani)
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\SHELBY GT350\1228\..\SHELBY_GT350.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\PORSCHE 911\S59US\..\PORSCHE_911.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\LOTUS ELAN\610\..\LOTUS_ELAN26R.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\SHELBY GT350\PROFESSOR\..\SHELBY_GT350.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\EXTRACARS\CAMARO_SS_69\46\..\CAMARO_SS.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\CHEVROLET_CHEVELLE_1970\CASTROL RACING\..\CHEVY_CHEVELLE.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\LOTUS 7 SERIES 1\LS66\..\LOTUS7_S1.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\CHEVROLET CORVETTE\888\..\CHEVROLET_CORVETTE65.CAS)

slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\PORSCHE 904GTS\48GD\..\PORSCH_904GTS_2.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\PORSCHE 904GTS\35\..\PORSCH_904GTS.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\PORSCHE 356B\14\..\PORSCH_356.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\JAGUAR E-TYPE ROADSTER\SA5\..\JAGUAR_E-TYPE_RDSTR.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\PORSCHE 911R\181TC\..\PORSCH_911R.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\MERCEDES 300SL GULLWING\214\..\MERCEDES_300SLGULLWING.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\FERRARI 250 GTO\3767\..\FERRARI_250GTO.CAS)
setup.cpp 1088: Could not find B_FERRARI_250GTO.ENG
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\FERRARI 250 GTO\3527\..\FERRARI_250GTO.CAS)
setup.cpp 1088: Could not find B_FERRARI_250GTO.ENG
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\RENAULT ALPINE A110\08CY\..\RENAULT_ALPINEA110.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\EXTRACARS\FALCON SPRINT 351\43\FORD_FSPRINT.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\PORSCHE 911S\41PG\..\PORSCH_911.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\EXTRACARS\1966 FORD MUSTANG\66029\..\66_MUSTANG_TA.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\RENAULT ALPINE A110\501\..\RENAULT_ALPINEA110.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\TRANS AM\34\..\TRANS_AM.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\Z28\71071\..\CAMARO71_Z28.CAS)
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\GTC-65\Z28\69\..\CAMARO71_Z28.CAS)
dynman.cpp 803: Exited DynMan::Init()
LensFlare.cp 59: Entered LensFlare::Init()
camera.cpp 4125: Entered CamMan::Init()
sound.cpp 753: Entered Sound::Init()
render.cpp 286: Entered Render::Init()
onscreen.cpp 2953: Entered OnScreen::Init()
AnimationLoa 24: AnimationLoader::Load(NoS_VLN.ani)
AnimationLoa 39: Could not open NoS_VLN.ani
game.cpp 893: Entered Game::Restart()
sound.cpp 760: Entered Sound::Restart()
steward.cpp 4835: Entered Steward::Restart()
specialfx.cp 3732: Entered SpecialFX::Restart()
hwinput.cpp 6437: Entered HWInput::Restart()
dynman.cpp 811: Entered DynMan::Restart()
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 0.829273 CorneringAdd: 1.585363
driver.cpp 624: Race Ability: 3.230305 CorneringAdd: 1.184848
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000

driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 9.101077 CorneringAdd: 0.499461
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 2.539460 CorneringAdd: 1.480270
driver.cpp 624: Race Ability: 1.534168 CorneringAdd: 1.182916
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
setup.cpp 1088: Could not find B_FERRARI_250GTO.ENG
driver.cpp 624: Race Ability: 3.465221 CorneringAdd: 1.497390
setup.cpp 1088: Could not find B_FERRARI_250GTO.ENG
driver.cpp 624: Race Ability: 3.225333 CorneringAdd: 0.937333
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 1.334416 CorneringAdd: 1.332792
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
driver.cpp 624: Race Ability: 4.705771 CorneringAdd: 1.197114
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000
vehload.cpp 732: RPM-torque brake > throttle @ 250.000000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000
driver.cpp 624: Race Ability: 3.000000 CorneringAdd: 1.500000
camera.cpp 4149: Entered CamMan::Restart()
render.cpp 302: Entered Render::Restart()
onscreen.cpp 2973: Entered OnScreen::Restart()
vidman.cpp 1454: Entered VidMan::Restart()
plrfile.cpp 3381: Entered PlayerFile::Restart()
game.cpp 1087: Entered Game::Post()
sound.cpp 849: Entered Sound::Post()
specialfx.cp 3868: Entered SpecialFX::Post()
steward.cpp 5363: Entered Steward::Post()
hwininput.cpp 6467: Entered HWInput::Post()
dynman.cpp 1516: Entered DynMan::Post()
camera.cpp 4295: Entered CamMan::Post()
render.cpp 480: Entered Render::Post()
onscreen.cpp 3038: Entered OnScreen::Post()
vidman.cpp 1759: Entered VidMan::Post()
plrfile.cpp 3386: Entered PlayerFile::Post()
plrfile.cpp 2510: Attempting to save to USERDATA\Franz Schricker\Franz Schricker.TMP
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\Franz Schricker\Franz Schricker.PLR
game.cpp 717: Entered Game::Setup()
hwininput.cpp 6383: Entered HWInput::Setup()
options.cpp 1561: Entered Options::Setup()
plrfile.cpp 2510: Attempting to save to USERDATA\Franz Schricker\Franz Schricker.TMP
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\Franz Schricker\Franz Schricker.PLR
game.cpp 1141: Entered Game::Exit()
sound.cpp 856: Entered Sound::Exit()
specialfx.cp 3906: Entered SpecialFX::Exit()
hwininput.cpp 6491: Entered HWInput::Exit()
dynman.cpp 1541: Entered DynMan::Exit()
onscreen.cpp 3056: Entered OnScreen::Exit()
vidman.cpp 1796: Entered VidMan::Exit()
osman.cpp 516: Entered OSMAN::Exit()

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by MichaW - 2019/12/01 15:59

Boahhh :ohmy: da bin ich auch Ã¼berfragt, verdammt lange Trace-Datei. Vielleicht versuchst du einfach mal, die NoS neu zu installieren? Wobei, wenns 1-2 Runden geht und dann nicht mehr, dann sollte mit der Strecke eigentlich alles i.O. sein. Hast du es mal online versucht?

GlÃ¼ck auf!

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by CY33 - 2019/12/01 20:41

Ich verstehe auch nicht, warum ihr immer trace 1000 macht... 50 ist vÃ¶llig ausreichend. Eigentlich sind sowieso die letzten 3-4 Zeilen interessant.

Ein Versuch: wenn du alle Grafikoptionen auf low und minimum stellst, kannst du dann lÃ¤nger fahren?

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by effjottess - 2019/12/02 17:46

Werde es versuchen.

Trace=1000: Habe ich so nachgelesen, ich bin kein Fachmann!

SÃ¤mtliche anderen Strecken funktionieren mit meinen Grafikeinstellungen.

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by CY33 - 2019/12/03 13:44

Die Frage war mehr so ans Plenum gerichtet ;)

Also 50 reicht vÃ¶llig, meiner Meinung nach und dann wird das Ding etwas kÃ¼rzer. Aber macht ja nix.

Die Nordschleife ist ziemlich groÃ (fÃ¼r den Grafik Speicher), daher die Frage. Ich hab sowas bei der Targa Florio und bei mir geht der Hardware da einfach die Puste aus. Ist allerdings alles etwas im TrÃ¼ben gefischt...
Teste mal, dann kÃ¶nnen wir das evtl. ausschlieÃen.

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by effjottess - 2019/12/03 17:50

IÃll try it the following weekend!

Danke erst mal.:whistle:

=====

Aw: Nordschleife 2007 FINAL crash (CTD)

Posted by effjottess - 2019/12/06 20:07

Ich weiÃ nicht, was es ist: Im Moment lÃ¤uft wieder alles optimal, ohne dass ich irgendwelche Ãnderungen vorgenommen habe.

Trotzdem erst mal danke fÃ¼r euere VorschlÃ¤ge.

:cheer: