
GTL crash

Geschrieben von Greglin - 26.04.2022 23:33

Hallo, ich hatte meine alte PLR Datei ruiniert (aus GrÃ¼nden...) :ohmy: und habe mir ein neues Profil erstellt (gleicher Name) und das alte gelÃ¶scht. Wenn ich jetzt ein Fahrzeug auswÃ¶hle und auf den Track will stÃ¼rzt GTL nach kurzem Ãœberlegen ab. Im Updater hab ich neue Installation (Kommando) ausgewÃ¶hlt und rattern lassen bis "Gutes Rennen". Die Car Classes vom 18.3. habe ich runtergeladen und reinkopiert. Der Crash geschieht offline wie online. Was kann ich unternehmen ? Vielen Dank !

Nachtrag: gerade ging Einloggen auf Server 3, Greenwood , online wie offline , 2 versch. Cars :::
Profil anzeigen lassen auf erster Seite des Spiels dauert ca 30 sec bis es erscheintMorgen weitersehen---

Day after: GTL lÃ¤sst sich nicht mehr Ã¼ber lowguard starten.....Start Ã¼ber gtl.exe : GTL schmiert ab sobald der Track fertig geladen ist. Bevor der Track erscheint stÃ¼rzt gtl ab, auch offline geht nix :blink:

lowguard geht wieder :whistle:

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Aw: GTL crash

Geschrieben von hayman3030 - 27.04.2022 09:34

GTL aus Autoupdater starten.....

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Aw: GTL crash

Geschrieben von MichaelE39 - 27.04.2022 17:22

Hallo,

du kÃ¶nnst GTL mit dem Parameter -trace starten. Syntax so:

"e:\spiele\GTL\GTL.exe" -trace=1000"

Dann den den Inhalt der Trace Datei hier posten.

Die findest du dann im Ordner \GTL\UserData\LOG

Welches Windows ?

GTL lÃ¤uft mit Adminrechten ?

GTLconfig.exe mit Adminrechten konfiguriert ?

4GB Patch installiert ?

Installation gemÃ¤Ã Reihenfolge FAQ durchgefÃ¼hrt?

=>1. DVD Installation machen - Wichtig! Spiel jetzt nicht starten.

2. Update V.1.1.0.0 aufspielen

3. Python, Wxpython und den Autoupdater nacheinander installieren

4. Im Autoupdater unter Tweaks den GTL-Patch durchfÃ¼hren - dauert etwas, da ca. 170 MB herunter geladen werden mÃ¼ssen.

5. Autoupdater laufen lassen - und:

in Geduld Ã¼ben - die Installation hat z.Zt. ca 15 GB, die muss der Autoupdater erst herunterladen.

6. Wenn der Autoupdater fertig ist unter Tweaks alle Fahrzeuge freischalten (TG2001.DYN erstellen) und die Fahrzeugpreise auf 1 setzen (nicht 0)

7. GTL starten, neues Profil erstellen und los gehts.

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Aw: GTL crash

Geschrieben von Greglin - 27.04.2022 22:45

Hi Michael, Vielen Dank ! Ich probiere noch das ein oder andere. Wenn ich nicht weiterkomme muss ich wohl neu installieren (Win 11)

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Aw: GTL crash

Geschrieben von Greglin - 28.04.2022 00:06

oki, hier ist die trace Datei. Ich kopiere die mal hier rein, hoffe das ist so der beste Weg....thx fÃ¼r comments

TRACE LEVEL = 1000

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

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game.cpp 622: Entered Game::Enter()
osman.cpp 480: Entered OSMan::Enter()
setup.cpp 1088: Could not find VOLVO_P1800.HDC
setup.cpp 1088: Could not find VOLVO_P1800.CAS
setup.cpp 1088: Could not find VOLVO_P1800.AUD
setup.cpp 1088: Could not find .HED
setup.cpp 1088: Could not find .HED
setup.cpp 1088: Could not find .HED
setup.cpp 1088: Could not find .HED
setup.cpp 1088: Could not find .HED
setup.cpp 1088: Could not find .HED
setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
setup.cpp 1088: Could not find FORDTVRSOUNDS.AUD
setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
setup.cpp 1088: Could not find FORDTVRSOUNDS.AUD
setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
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setup.cpp 1088: Could not find FORD_FSPRINT.HDC
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setup.cpp 1088: Could not find FORDTVRSOUNDS.AUD
setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
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setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
setup.cpp 1088: Could not find FORDTVRSOUNDS.AUD
setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
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setup.cpp 1088: Could not find FORDTVRSOUNDS.AUD
setup.cpp 1088: Could not find FORD_FSPRINT.HDC
setup.cpp 1088: Could not find FORD_FSPRINT.CAS
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[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]


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setup.cpp      1088: Could not find AUSTIN_MINI.AUD
setup.cpp      1088: Could not find MINI.HDC
setup.cpp      1088: Could not find AUSTIN_MINI.AUD
setup.cpp      1088: Could not find MINI.HDC
setup.cpp      1088: Could not find AUSTIN_MINI.AUD
setup.cpp      1088: Could not find MINI.HDC
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setup.cpp      1088: Could not find MINI.HDC
setup.cpp      1088: Could not find AUSTIN_MINI.AUD
setup.cpp      1088: Could not find MINI.HDC
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\Gregman\Gregman.TMP
plrfile.cpp    2533: Retcode: 0 for renaming to USERDATA\Gregman\Gregman.PLR
O_AppGz.cpp    30681: Join Session was successful, setting local session description:
O_AppGz.cpp    30682: ** Session Name: www3.altbierbude.de
O_AppGz.cpp    30683: ** Scene Base: GreenwoodRoadway_64
O_AppGz.cpp    30684: ** AI Opp: 0
O_AppGz.cpp    30685: ** Human Opp: 0
O_AppGz.cpp    30686: ** Max Players: 37
O_AppGz.cpp    30681: Join Session was successful, setting local session description:
O_AppGz.cpp    30682: ** Session Name: www2.altbierbude.de
O_AppGz.cpp    30683: ** Scene Base: Woodside19xx
O_AppGz.cpp    30684: ** AI Opp: 0
O_AppGz.cpp    30685: ** Human Opp: 0
O_AppGz.cpp    30686: ** Max Players: 37
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\Gregman\Gregman.TMP
plrfile.cpp    2533: Retcode: 0 for renaming to USERDATA\Gregman\Gregman.PLR
game.cpp       764: Entered Game::Init()

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vidman.cpp 1237: Entered VidMan::Init()
ai_db.cpp 2143: Entered AIDatabase::Init()
steward.cpp 4680: Entered Steward::Init()
hwinput.cpp 6426: Entered HWInput::Init()
specialfx.cp 3255: Entered SpecialFX::Init()
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 384: Gaussian elimination for HAT poly failed once
htree.cpp 422: Gaussian elimination for HAT poly failed twice
htree.cpp 422: Gaussian elimination for HAT poly failed twice
dynman.cpp 674: Entered DynMan::Init()
slot.cpp 291: Entered Slot::Init()
vehgfx.cpp 2520: Entered VehGraphics::Init(GAMEDATA\TEAMS\ABB-ZWERGE\1970 MINI
850\F906\.\MINI_850D76.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(Woodside19xx.ani)
game.cpp 893: Entered Game::Restart()
NetComm.cpp 8844: Entering "SynchronizeWithServer()"
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
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()
hwinput.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\Gregman\Gregman.TMP
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\Gregman\Gregman.PLR
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hwinput.cpp 6383: Entered HWInput::Setup()
options.cpp 1561: Entered Options::Setup()

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hwinput.cpp 6383: Entered HWInput::Setup()
options.cpp 1561: Entered Options::Setup()
plrfile.cpp 2510: Attempting to save to USERDATA\Gregman\Gregman.TMP
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\Gregman\Gregman.PLR
game.cpp 1141: Entered Game::Exit()
sound.cpp 856: Entered Sound::Exit()
specialfx.cp 3906: Entered SpecialFX::Exit()
hwinput.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()
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Aw: GTL crash

Geschrieben von Greglin - 28.04.2022 00:07

sieht Ã¼bel aus :(

Aw: GTL crash

Geschrieben von Greglin - 28.04.2022 00:10

Win 11,,dachte im KompatibilitÃ¤tsmodus Ã¶ffnete aber auch die Optik ist seltsam,,Statt Haube sehe ich einen schwarzen Streifen von links nach rechts da wo die Haube sonst ist. Bild und Frames scheinen gut zu sein. A1 Ring zb in der Ferne stÃ¼ckchenweiser Bildaufbau...kein FFB

Aw: GTL crash

Geschrieben von rdjango - 28.04.2022 08:22

Moin,

den KompatibilitÄtsmodus haben wir schon mit Win10 beerdigt. Als admin ausfÄhren reicht dort, 11 kenn ich noch nicht.

GruÄ

Reinhold

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Aw: GTL crash

Geschrieben von Greglin - 28.04.2022 23:48

Hallo Reinold, Danke fÄr den Tipp /// mein GTL funzt wieder !! yeah

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Aw: GTL crash

Geschrieben von hayman3030 - 29.04.2022 18:04

Congrats !

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