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## Watkins Glen Long - ProgrammCrash

Posted by Blech Bernd - 2015/03/29 12:21

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Hallo.

Bin in den letzten zwei Tagen mehrfach nicht auf den Server5 gekommen, wenn schon Fahrer drauf waren.  
Beim Laden der Fahrer st rzte das Programm komplett ab.

Heute war ich mit einigen Fahrern im Quali. Beim Nachladen von weiteren Fahrern kam es dann zum Absturz.

Wei  jemand Rat.

M chte das Rennen heut abend nicht verpassen.

Gru   
BB

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by MichaW - 2015/03/29 12:29

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Hmm, vielleicht mal Archiv aufr umen im Updater dr cken und die ganzen alten Leichen entfernen? Oder Watkins mal komplett l schen und neu installieren?

Gl ck auf!

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by lowspeed - 2015/03/29 15:37

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Was steht denn in der Trace-Datei?

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by Blech Bernd - 2015/03/29 17:44

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Wo finde ich diese Datei?

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by DFAlex - 2015/03/29 18:48

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Blech Bernd schrieb:  
Wo finde ich diese Datei?

Die musst du erstellen lassen, hier wird erkl rt wie es geht:

[http://www.altbierbude.de/component/option,com\\_fireboard/Itemid,99/func,view/id,66940/catid,3/lang,de/#66940](http://www.altbierbude.de/component/option,com_fireboard/Itemid,99/func,view/id,66940/catid,3/lang,de/#66940)

Lg  
Alex

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by Blech Bernd - 2015/03/30 18:08

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Problem besteht weiterhin. Kurz vor Quali kam ein Shelby auf den Server und ich war raus.

Das Shelby GT350 Bugfix update hatte ich über den Updater bereits installiert. Muss man dabei nach dem AutoUpdater noch etwas händisch ändern.

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by MichaW - 2015/03/30 18:37

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Also ich hatte das gleiche Problem auch vor einem Monat und ich hatte das Bugfix auch per Updater geladen...half aber nichts, beim ersten Shelby war Sense...ich hab den entweder nur die hdc vom Shelby entfernt oder gleich das ganze Verzeichnis, weil ich nicht mehr und das dann neu installiert, ich glaube manuell, danach ging's.

Glück auf!

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## Aw: Watkins Glen Long - ProgrammCrash

Posted by Blech Bernd - 2015/04/05 09:46

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Hallo.

Bekomme es nicht hin.

Kann mir jemand erläutern wie ich das Update manuell installieren kann.  
Step by Step für noobs ;-))

Gruß  
BB

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## Shelby GT350 - ProgrammCrash

Posted by Blech Bernd - 2015/04/11 11:10

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HALlo.

Dank der Hilfe von MichaW hab ich es geschafft, alles was mit Shelby zusammenhängt neu zu installieren.

Dennoch stürzt mir das Programm ab, wenn ich mit einem GT350 auf einen der Server gehe.

Muss ich das Shelby BugFix erneut downloaden und manuell installieren.  
Wenn ja wie geht das.

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## Shelby GT350 - ProgrammCrash

Posted by Blech Bernd - 2015/04/11 11:30

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So sieht meine aktuelle Trace Datei aus:

```
TRACE LEVEL = 30
NetComm.cpp 7639: NetComm checking command line: "-trace=30"
game.cpp    622: Entered Game::Enter()
osman.cpp   480: Entered OSMAN::Enter()
setup.cpp   1088: Could not find COBRA427.HDC
```

setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427\_COUPE.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA289.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA289.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427\_COUPE.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427\_COUPE.HDC  
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setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427.HDC  
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setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427\_COUPE.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
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setup.cpp 1088: Could not find COBRA427.HDC  
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setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
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setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA289.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD  
setup.cpp 1088: Could not find COBRA427.HDC  
setup.cpp 1088: Could not find AC\_COBRA.CAS  
setup.cpp 1088: Could not find SHELBYSOUNDS.AUD

[illegible]

[illegible]

setup.cpp 1088: Could not find SHELBYOUNDS.AUD  
setup.cpp 1088: Could not find SHELBY\_GT350.CAS  
setup.cpp 1088: Could not find SHELBYOUNDS.AUD  
setup.cpp 1088: Could not find SHELBY\_GT350.CAS  
setup.cpp 1088: Could not find SHELBYOUNDS.AUD  
setup.cpp 1088: Could not find SHELBY\_GT350.CAS  
setup.cpp 1088: Could not find SHELBYOUNDS.AUD  
setup.cpp 1088: Could not find SHELBY\_GT350.CAS  
setup.cpp 1088: Could not find SHELBYOUNDS.AUD  
setup.cpp 1088: Could not find SHELBY\_GT350.CAS  
setup.cpp 1088: Could not find SHELBYOUNDS.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()  
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000  
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000  
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vehload.cpp 732: RPM-torque brake > throttle @ 0.000000  
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000  
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000  
plrfile.cpp 2510: Attempting to save to USERDATA\BlechBernd\BlechBernd.TMP  
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\BlechBernd\BlechBernd.PLR  
vehload.cpp 732: RPM-torque brake > throttle @ 0.000000  
O\_AppGz.cpp 30681: Join Session was successful, setting local session description:  
O\_AppGz.cpp 30682: \*\* Session Name: www5.altbierbude.de  
O\_AppGz.cpp 30683: \*\* Scene Base: Thompson62  
O\_AppGz.cpp 30684: \*\* AI Opp: 0  
O\_AppGz.cpp 30685: \*\* Human Opp: 0  
O\_AppGz.cpp 30686: \*\* Max Players: 37  
setup.cpp 1088: Could not find SHELBY\_DAMAGE.DMG  
setup.cpp 1088: Could not find SHELBY\_DAMAGE.DMG  
setup.cpp 1088: Could not find SHELBY\_GT350.SP  
setup.cpp 1088: Could not find FORD289\_GT350.ENG  
setup.cpp 1088: Could not find FORD289\_GT350.ENG  
setup.cpp 1088: Could not find SHELBY\_GT350.GRB  
setup.cpp 1088: Could not find SHELBY\_DAMAGE.DMG  
setup.cpp 1088: Could not find SHELBY\_DAMAGE.DMG  
setup.cpp 1088: Could not find SHELBY\_GT350.SP  
setup.cpp 1088: Could not find FORD289\_GT350.ENG  
setup.cpp 1088: Could not find FORD289\_GT350.ENG  
setup.cpp 1088: Could not find SHELBY\_GT350.GRB  
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\BlechBernd\BlechBernd.TMP  
plrfile.cpp 2533: Retcode: 0 for renaming to USERDATA\BlechBernd\BlechBernd.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 "STLITE"

```
steward.cpp 1403: Could not find light "PTLIT02"
steward.cpp 1403: Could not find light "PTLIT01"
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\TRACKVEHICLES\SAFETYCAR\SAFETYCAR.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(Thompson62.ani)
AnimationLoa 39: Could not open Thompson62.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()
vehgfx.cpp 1354: Could not open
vehgfx.cpp 2552: Unable to read USERDATA\LOG\vehgen.scn: Error opening scene file name
USERDATA\LOG\vehgen.scn
vehgfx.cpp 818: Could not open
vehgfx.cpp 2607: Could not find instance "SLOT002"
```

## Aw: Shelby GT350 - ProgrammCrash

Posted by MichaW - 2015/04/11 13:03

Ä„hmmm, das sieht so aus als wenn du etwas viel "Shelby" gelÄ¶scht hÄ¶ttest, das Problem bezieht sich doch nur auf den 350GT, die anderen (Cobras, Daytona) bitte nicht anfassen, Rest in den PM's

GlÄ¶ck auf!