Subject: Crash
Posted by iRANian on Mon, 25 Mar 2013 21:34:36 GMT
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first one in like a half a year

File Attachments
1) crashdump.20130325-210524-r5276-n1.zip, downloaded 88 times

Subject: Re: Crash
Posted by iRANian on Mon, 25 Mar 2013 21:37:14 GMT
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Just got another one. Both gave me a pure virtual function call error box too btw

File Attachments
1) crashdump.20130325-213515-r5276-n1.zip, downloaded 77 times

Subject: Re: Crash
Posted by jonwil on Tue, 26 Mar 2013 00:30:44 GMT
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I checked these crashes and they are happening in the resource manager so I have punted them over to StealthEye as that's his department.

Subject: Re: Crash
Posted by StealthEye on Tue, 26 Mar 2013 19:31:14 GMT
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It happens when changing the map rotation (e.g. !setnextmap). Not sure why. Can you create an extended dump? Maybe there's something special about the moment when !setnextmap is called that causes it to crash?

Subject: Re: Crash
Posted by iRANian on Tue, 26 Mar 2013 20:11:45 GMT
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It didn't crash on my test server so probably not.