Subject: Re: New update seems to be crashing far more often.
Posted by Jerad2142 on Wed, 21 Dec 2011 03:39:03 GMT
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Okay, here are the 3 crash dumps that I got before I deleted always3.dat. The crashes always happened within the first 5 minutes of the round, and they happened on a mix that contained modified temps, w3ds, emitters, textures, sounds and sound emitters. The computer was playing client on LAN.

File Attachments
1) crashdump.20111218-010416-r4558-n1.zip, downloaded 256 times