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Subject: Re: error after update beta 4

Posted by [nuker7738](#) on Sun, 11 Mar 2012 02:36:37 GMT

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If it helps any, the "FPS/frame skip issues" and the freezing issue seem to go together. In my experience, in a game lasting roughly 30 minutes, I started randomly experiencing frame skips (I was testing alone on a custom map rigged with some bots that were fighting) and then after about 2 minutes of that it froze. Froze to the point of having to restart the computer by force-resetting it.

Unlike some others, the dialog box did not visually appear however I could tell it existed because I seemed to be able to click one of the buttons on the window (this was tricky because my mouse was invisible unless I moved it over the space that the error dialog occupied). Not sure if that means anything but I do know that the more detailed an error report, the better, so I'm giving just about everything I've got.

First time I experienced this I was using my own custom compiled scripts.dll (which is working perfectly now, thanks again jonwil ), but I retested on vanilla beta 4 and had exactly the same issue.

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