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Subject: Re: error after update beta 4

Posted by [nuker7738](#) on Sun, 11 Mar 2012 04:19:37 GMT

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Has anything been changed that might affect cinematic scripts? In my last playthrough (lasting over 45 minutes) I experienced no issues until I decided to call down a troop drop cinematic-- it lagged excessively while the troops were being created and as they were paratropping down (although I experienced no crashes or frame skips this time). The times I experienced problems, that calldown script was one of the first things I activated, and ~30 minutes later the game was skipping frames and crashing.

Of the rest of you guys experiencing problems, can you confirm that the servers you were playing on all used cinematic scripts of some sort fairly early on? I know that doesn't necessarily mean it is the cause for 100% sure but if cinematic scripts are a common thread in all these scenarios, it's at least a place to start looking.

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