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Subject: (Modded) C&C\_Field crashdump  
Posted by [\[MC\]-ReKoil](#) on Tue, 02 Sep 2014 22:05:55 GMT  
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Hello,

I am ReKoil and I am a co-op modder. I was unsure whether to post this in the modding section or here. Feel free to move this post if I chose wrong.

I have run into a peculiar problem when modding field, namely that when a client joins with either scripts 3.4 or 4.1 they crash instantaneously and get a standard internal error message. As far as I can tell the problem seems to be a data mis-match between the server version of the map and the client version. The weird thing is however that users with 4.0 patch 1 seem to be unaffected. Myself and two others who use 4.0 patch 1 were able to fully play the map from start to end while everyone else with 4.1 or 3.4 kept crashing.

I have attached a 4.1 client's crashdump and was hoping that someone could please tell me what the dump file is giving as the reason for this crash?

regards,  
Rekoil

#### File Attachments

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1) [crashdump.20140902-192917-r6440-n1.zip](#), downloaded 256 times

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