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Subject: Crash

Posted by [braner101](#) on Sun, 01 Apr 2012 15:21:48 GMT

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Joined to TmX (3.4 server) when map changed from canyon to island and after load my client just crashed

when i try upload the crash dump file i allways got this message :/

"A system error has occurred. Please report it to the webmaster."

i added to HFS for could be download

<http://kicssisajt.homeip.net:1234/crashdump.20120401-125410-r4691-n1.dmp>

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Subject: Re: Crash

Posted by [Ethenal](#) on Sun, 01 Apr 2012 15:37:44 GMT

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braner101 wrote on Sun, 01 April 2012 10:21

when i try upload the crash dump file i allways got this message :/

"A system error has occurred. Please report it to the webmaster."

I got the same error. It's because this forum software doesn't know wtf a .dmp is and doesn't want you to kill everyone with an internet virus. I got around it by uploading as a .zip.

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Subject: Re: Crash

Posted by [Gohax](#) on Sun, 01 Apr 2012 22:51:08 GMT

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braner101 wrote on Sun, 01 April 2012 08:21 Joined to TmX (3.4 server)...

There's your problem.

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Subject: Re: Crash

Posted by [StealthEye](#) on Thu, 12 Apr 2012 14:51:59 GMT

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We're not sure what caused this. It could be a server issue (due to mismatched maps on the client and server), but we can't tell from the crashdump.

Marking this closed.

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Subject: Re: Crash

Posted by [Ethenal](#) on Thu, 12 Apr 2012 14:55:40 GMT

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I don't think I had the problem at the time this was posted, but what he could be talking about is that he tried to join the server as it was just switching to a new map. This has happened to me in TurboDM - I join on M06 right as M07 is loading, I get ingame, and suddenly I'm falling through the map on M06. Eventually I realized it was M07 that was actually being played and that was my problem. I did not crash this time; however, another time after that I did a similar thing except joining during loading caused me to freeze/crash.

This may or not be helpful, was just throwing it out there.

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Subject: Re: Crash

Posted by [StealthEye](#) on Thu, 12 Apr 2012 15:42:18 GMT

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Is that on a TT server or stock?

We have tried many edge cases related to that, so it's weird that it still happens. I thought we had fixed all of them.

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Subject: Re: Crash

Posted by [Ethenal](#) on Fri, 13 Apr 2012 04:36:55 GMT

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TT server

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Subject: Re: Crash

Posted by [StealthEye](#) on Fri, 13 Apr 2012 14:04:12 GMT

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Ethenal, do you have a crashdump of this?

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Subject: Re: Crash

Posted by [Ethenal](#) on Fri, 13 Apr 2012 20:00:38 GMT

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I do not, but I imagine I can easily replicate it by looking at the IRC logs of when it happened. I'll try later today.

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Subject: Re: Crash

Posted by [iRANian](#) on Fri, 13 Apr 2012 22:49:37 GMT

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Ethenal wrote on Thu, 12 April 2012 07:55I don't think I had the problem at the time this was posted, but what he could be talking about is that he tried to join the server as it was just switching to a new map. This has happened to me in TurboDM - I join on M06 right as M07 is loading, I get ingame, and suddenly I'm falling through the map on M06. Eventually I realized it was M07 that was actually being played and that was my problem. I did not crash this time; however, another time after that I did a similar thing except joining during loading caused me to freeze/crash.

This may or not be helpful, was just throwing it out there.

That's a very rare bug that also happens in stock Renegade.

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