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Subject: Crash on Jelly

Posted by [ExEric3](#) on Mon, 16 Jul 2012 18:59:20 GMT

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Hello,

here is attached crashdump from Jelly Marathon.

Description:

My dad shoot with arty GDI ref on Islands.mix

I destroyed GDI ref with my arty and he crashed.

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**File Attachments**

1) [crashdump.20120707-210454-r4914-n1.zip](#), downloaded 259 times

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Subject: Re: Crash on Jelly

Posted by [Xpert](#) on Mon, 16 Jul 2012 19:32:38 GMT

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And to the TT team, Jelly is now on 4.0.

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Subject: Re: Crash on Jelly

Posted by [Ethenal](#) on Tue, 17 Jul 2012 03:04:23 GMT

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Xpert wrote on Mon, 16 July 2012 14:32And to the TT team, Jelly is now on 4.0.

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Subject: Re: Crash on Jelly

Posted by [EvilWhiteDragon](#) on Tue, 17 Jul 2012 09:58:43 GMT

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Xpert wrote on Mon, 16 July 2012 21:32And to the TT team, Jelly is now on 4.0.

I heard that the performance went up tremendously, can you say something about that Xpert?

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Subject: Re: Crash on Jelly

Posted by [Xpert](#) on Tue, 17 Jul 2012 11:04:27 GMT

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EvilWhiteDragon wrote on Tue, 17 July 2012 05:58Xpert wrote on Mon, 16 July 2012 21:32And to the TT team, Jelly is now on 4.0.

I heard that the performance went up tremendously, can you say something about that Xpert?

What are you indicating or implying?

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**Subject: Re: Crash on Jelly**

Posted by [EvilWhiteDragon](#) on Tue, 17 Jul 2012 12:36:33 GMT

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Xpert wrote on Tue, 17 July 2012 13:04EvilWhiteDragon wrote on Tue, 17 July 2012 05:58Xpert wrote on Mon, 16 July 2012 21:32And to the TT team, Jelly is now on 4.0.

I heard that the performance went up tremendously, can you say something about that Xpert?

What are you indicating or implying?

I heard that the SFPS went up, on a full server. Since this is third-hand information, I would love to hear exact numbers.

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**Subject: Re: Crash on Jelly**

Posted by [Ethenal](#) on Tue, 17 Jul 2012 17:06:18 GMT

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EvilWhiteDragon wrote on Tue, 17 July 2012 07:36Xpert wrote on Tue, 17 July 2012 13:04EvilWhiteDragon wrote on Tue, 17 July 2012 05:58Xpert wrote on Mon, 16 July 2012 21:32And to the TT team, Jelly is now on 4.0.

I heard that the performance went up tremendously, can you say something about that Xpert?

What are you indicating or implying?

I heard that the SFPS went up, on a full server. Since this is third-hand information, I would love to hear exact numbers.

Try 40 SFPS on a full game to 130 SFPS. Fucking mind blowing performance improvement.

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**Subject: Re: Crash on Jelly**

Posted by [Xpert](#) on Tue, 17 Jul 2012 19:42:31 GMT

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Ya, the SFPS was set higher than 60. Either way, it was silky smooth ingame. People didn't move like it was tetris.

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**Subject: Re: Crash on Jelly**

Posted by [ehhh](#) on Tue, 17 Jul 2012 23:41:23 GMT

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40? I saw that shit between 25 and 35 most of the time, lol.

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Subject: Re: Crash on Jelly

Posted by [Xpert](#) on Wed, 18 Jul 2012 00:41:07 GMT

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Then you weren't there when the issues were fixed.

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Subject: Re: Crash on Jelly

Posted by [Lazy5686](#) on Wed, 18 Jul 2012 00:49:57 GMT

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We had the server running with 50 people in game and a consistent 100 SFPS. I also know for a fact that we can likely push that higher.

It was extremely smooth to play in.

CPU usage is about the same but I can't give you any data on bandwidth.

I'm waiting for someone to create a mass of light or medium tanks to see how the server handles all of the extra objects floating around. On the 3.4 FDS SFPS would drop to about 45.

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Subject: Re: Crash on Jelly

Posted by [iRANian](#) on Wed, 18 Jul 2012 08:06:51 GMT

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actually it would be around 35 even on islands with a lot less tanks

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Subject: Re: Crash on Jelly

Posted by [Lazy5686](#) on Sun, 22 Jul 2012 01:41:32 GMT

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[22:35:34] <&JellyMarathon> Gameinfo: ( WOL ) Map: C&C\_Volcano.mix GDI: 17/50 players  
24812 points Nod: 15/50 players 20863 points 0.00.00 mins left SFPS: 333

Was fluctuating a fair amount though. Between 270-340.

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Subject: Re: Crash on Jelly

Posted by [ExEric3](#) on Mon, 30 Jul 2012 15:16:13 GMT

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Anything from TT team?

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Subject: Re: Crash on Jelly

Posted by [StealthEye](#) on Mon, 30 Jul 2012 16:04:22 GMT

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I can reproduce this:

- Host ope player LAN game on client.
- Quit client game.
- Join online game.
- Kill ref.

It probably happens when hosting any game (SP, LAN, WOL) and then joining a non-hosted game.

Thanks for the details in your first post, (map name and destroying ref) that really helped figuring it out. There are quite a few similar crashes that I believe will be fixed once this one is fixed.

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