
Subject: Crash

Posted by [YesNoMayb](#) on Sun, 30 Dec 2012 20:20:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I was just loading Snow on the Ultra AOW server and crashed.

A lot of my previous crashes happened when joining on a map that has ended and is changing to the next map. Do you know how to fix these kinds of crashes?

File Attachments

1) [crashdump.20121230-201600-r5074-n1.dmp](#), downloaded 218 times

Subject: Re: Crash

Posted by [StealthEye](#) on Sat, 05 Jan 2013 20:39:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I just spent a few hours on this, and it seems that you're getting packages from the next game whereas your client did not yet load the next map. I'm not sure how this can happen. I can (and will) relatively easily work around the crash by skipping packages that appear invalid, but that may introduce weird behavior (e.g. it is possible that some object is never created on the next map), so it is not a real solution.

Is there anything you can think of why this issue occurs? I cannot reproduce it and as far as I recall noone else reported similar crashes with the current build.

Subject: Re: Crash

Posted by [YesNoMayb](#) on Mon, 14 Jan 2013 00:35:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

What you said you thought happened makes the most sense. I may be receiving packets from the next game. I can't think of any other reason as to why it happened.
