
Subject: Client crash

Posted by [iRANian](#) on Sat, 08 Jun 2013 13:12:27 GMT

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

Was playing a game on Jelly Marathon, C&C_Under about 4 minutes into the game, walking at nod front.

File Attachments

1) [crashdump.20130608-110126-r5276-n1.zip](#), downloaded 310 times

Subject: Re: Client crash

Posted by [StealthEye](#) on Sat, 08 Jun 2013 18:20:26 GMT

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

Same issue as <http://www.renegadeforums.com/index.php?t=msg&th=40277&start=0&rid=4> 0

Subject: Re: Client crash

Posted by [Lazy5686](#) on Sat, 15 Jun 2013 22:19:56 GMT

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

So this could very well be something on our end?

Subject: Re: Client crash

Posted by [ExEric3](#) on Sat, 15 Jun 2013 23:53:28 GMT

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

Lazy5686 wrote on Sun, 16 June 2013 00:19: So this could very well be something on our end?

Try setup another map in rotation (its !setnextmap in BRenBot?) as usually is configured in tt.cfg while iran will be in game.

Subject: Re: Client crash

Posted by [iRANian](#) on Sun, 16 Jun 2013 19:55:24 GMT

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

Yeah, it crashes with !setnextmap.

Subject: Re: Client crash

Posted by [StealthEye](#) on Mon, 17 Jun 2013 18:02:41 GMT

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

Always or sometimes? Reproduction steps?

Subject: Re: Client crash

Posted by [iRANian](#) on Mon, 17 Jun 2013 19:36:30 GMT

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

Seems to be always. Don't know how you could reproduce it but I just join Jelly Marathon to play and when !setnextmap is used my game crashes.

Subject: Re: Client crash

Posted by [Lazy5686](#) on Mon, 17 Jun 2013 22:45:02 GMT

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

[19:42:04] <&Erebos> [DEBUG] 4.0 users: 20 Total: 26 Percentage: 76.923077

[19:42:04] <&Erebos> !fds listgamedefs

[19:42:04] <&Erebos> !setnextmap C&C_Hourglass

[19:42:04] <&JellyMarathon> Host: [Erebos] There are insufficient players running scripts 4.0 to play a new map right now, setting a normal map next.

[19:42:05] <&JellyMarathon> Host: [BR] Setting next map to C&C_Hourglass ...

Subject: Re: Client crash

Posted by [iRANian](#) on Sun, 23 Jun 2013 11:16:21 GMT

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

So yeah I'm still crashing, I tried re-installing 4.0 but that didn't fix it.

The game crashes inside tt.dll while trying to dereference a NULL pointer.

Subject: Re: Client crash

Posted by [StealthEye](#) on Mon, 24 Jun 2013 12:15:50 GMT

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

Could you try turning "background downloading" off on the client and see if it still happens?

Subject: Re: Client crash

Posted by [StealthEye](#) on Mon, 24 Jun 2013 13:12:06 GMT

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

I think I have fixed this issue. The fix will be included in the next release.
