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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

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#### File Attachments

1) [crashdump.20140902-192917-r6440-n1.zip](#), downloaded 220 times

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Subject: Re: (Modded) C&C\_Field crashdump  
Posted by [Xpert](#) on Tue, 02 Sep 2014 22:54:39 GMT  
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What did you modify on the map?

Which version of the level edit program are you using?

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Subject: Re: (Modded) C&C\_Field crashdump  
Posted by [jonwil](#) on Tue, 02 Sep 2014 23:08:50 GMT  
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Analysis of this crashdump suggests its a bug we already fixed for the next version of scripts (and no I dont have an ETA for that)

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Subject: Re: (Modded) C&C\_Field crashdump

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Posted by [\[MC\]-ReKoil](#) on Wed, 03 Sep 2014 07:41:23 GMT

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@Xpert

I am using the 4.0 level editor.

As for what did I modify, I placed bots all over the map (both vehicle & infantry for which I modified their presets and created temp spawners), which are enabled/disabled by customs. There's also cinematic drops which are enabled/disabled by customs. There are also laserwalls which get disabled by customs. And there are also weapons spawners as well as some custom weapons like obby/agt gun which I am using for secrets.

I also improved the pathfind a bit, but I tested if not replacing the lsd file would fix this, and it did not.

@Jonwil

So there is nothing I can do to fix this for a serversided map?

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Subject: Re: (Modded) C&C\_Field crashdump

Posted by [jonwil](#) on Wed, 03 Sep 2014 13:30:45 GMT

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nothing you can do at this point, you will need to wait for 4.2 and see if it is still happening (and if it is we can investigate at that point)

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Subject: Re: (Modded) C&C\_Field crashdump

Posted by [\[MC\]-ReKoil](#) on Wed, 03 Sep 2014 19:10:53 GMT

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that's unfortunate, but thanks for your time anyways

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