
Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by [ExEric3](#) on Tue, 12 May 2009 17:46:42 GMT

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Again crashed:

[12.05.2009-19:45:09] <SKServ> [Vehicle Kill]: snowman (Stealth Tank) destroyed a Medium Tank (Driver: DJDiaper - Owner: DJDiaper - LD: 12.00).

[12.05.2009-19:45:10] <SKServBot> !ppage digitaaal This server require Core Patch 2 because later we planning add more maps! Type !cp2 in F2 (Public Chat) for download links.

[12.05.2009-19:45:11] <SKServ> *** Auto starting game. Type !shutdown to abort ***

That logs from night are:

[12.05.2009 - 01:06:55] <SKServ> [Purchase]: Bombenleger - Flame Tank.

[12.05.2009 - 01:07:07] <SKServ> [Kill]: sjsjav was killed (Raveshaw/Rail Gun).

[12.05.2009 - 01:07:10] <SKServ> *** Auto starting game. Type !shutdown to abort ***

[12.05.2009 - 01:07:10] <SKServ> Initializing Westwood Online Mode

And its caused by Veteran.dll because it started crashing after installation of this plugin. Is not problem in RAM when this plugin save all to RAM? Some leaks or something? You cant put it to some external file?
