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Subject: Re: Key hooks

Posted by [reborn](#) on Fri, 23 Oct 2009 10:53:44 GMT

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You cannot change the client side function that does that on the server. However, I wonder why it only crashes on certain maps...

Perhaps it's trying to get a building controller and because it isn't even present at all, it crashes. Or something else similar to this. You might not be able to remove the function, but it might be possible to add something to the map so it doesn't cause the crash...

The first steps I would take would be:

Install 3.4.4 on my client PC

Open 3.4.4's solution

Go to your renegade configuration and set it to run in wondowed mode.

Launch renegade

Go to the solution again and start debugging by attaching the renegade process to the debugger

Launch your renegade server with the modified map

Join the game

Press the 'k' key

Hopefully there will be some kind of helpful information in the debugger that points to the cause of the crash...

If there is, perhaps something can be added to the map server-side to stop it from happening.

If there is no useful information in the debugger, then your only hope would be if Seye would be willing to look at the crash dump for you.

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