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Subject: Re: New update seems to be crashing far more often.

Posted by [Jerad2142](#) on Wed, 21 Dec 2011 22:09:31 GMT

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1000000085 is an exact temp clone of the preset "Daves Arrow" for the solo purpose so that I can make sure custom messages are being sent from the correct message. In addition its 3D model is also changed on create, however, the server and client are both running the same version of the mix and the only difference between the client and the server is the server is running non-dedicated 3.4.4. Beings the client computer is sitting 15 feet away from the host it's not like I wasn't able to make sure it wasn't running the same version or anything like that. In addition, it seems unlikely that it would crash 3 times in a row, each time within the first 5 minutes of the game; then after deleting always3.dat we were able to run several 30+ minute rounds without a crash.

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