

---

Subject: Re: Server crashed

Posted by [StealthEye](#) on Sat, 23 Jun 2012 13:40:32 GMT

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

---

Three different issues. I only had a quick look:

The first is caused by an invalid spawner (NULL spawner definition).

The second is caused by an invalid sound listener definition or something like that.

The third seems like memory corruption of some kind in a weapon instance.

---