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Subject: Server crash

Posted by [Troll King](#) on Mon, 09 Jul 2012 11:35:26 GMT

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I have found the problem in MX0\_MissionStart\_DME that causes the server crash. (If I remember correctly it didn't crash in 3.4.4?)

I was able to find it by decompiling it and looking into what it could crash.

The command that is causing the crash is Commands->Select\_Weapon.

Use these settings to make any server crash: Commands->Select\_Weapon(0, "");

Such command as this is in MX0\_MissionStart\_DME. If you aren't in the game (OnLevelLoad, you aren't in the game yet but Created event of scripts is called so Commands->Select\_Weapon in MissionStart\_DME aswell.).

So MissionStart\_DME uses Commands->Get\_A\_Star to find the closest star, that would return 0 when there is none I suppose.

EDIT: In the past I used level reedit to get M13.mix I put it on my server as it got out so no changes. It used to work without a crash but now it crashes on MissionStart\_DME.

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