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Subject: Re: Crash dump

Posted by [StealthEye](#) on Fri, 10 Aug 2012 01:37:47 GMT

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Quote:What do you mean, does Renegade keep track of each player that joins and leaves the game until the end of the map? Exactly. It does that for ranking purposes and for reusing the credits/score/kills/deaths after players rejoin, for example.

Yes, this is likely the same issue as in stock. The issue is now fixed (dynamic size player array) but that does not necessarily mean that it will now work right. I know that in many places 256-element buffers are used and, even though those usually exclude inactive players, it is not unlikely that there are more similar issues.

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