
Subject: Re: Server Crashdump
Posted by [Gen_Blacky](#) on Mon, 27 Aug 2012 08:18:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

raven wrote on Mon, 27 August 2012 00:48iRANian wrote on Sun, 26 August 2012 23:47If you remove Send_Object_Update() people can see the guy spectating on his radar, hear his footsteps and sometimes will see dust kicking up from the air.

Which is why I want to get to the root of the issue rather than remove it

This

Gen_Blacky wrote on Sun, 26 August 2012 17:48Send_Object_Update. Check if the player is active and game obj exists.

If going through the player list and player leaves before Send_Object_Update server will crash.
