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Subject: Re: Server Crashdump  
Posted by [StealthEye](#) on Mon, 27 Aug 2012 13:27:55 GMT  
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I just committed this fix:

```
@@ -168,10 +168,11 @@ void Spectate(GameObject *obj,int id)
    Commands->Set_Shield_Type(soldier,"Blamo");

    Disarm_All_C4_Beacons(id);

    for (SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter
= PlayerIter->Next())

    {

        cPlayer *p = PlayerIter->Data();
+   if (!p->Is_Active()) continue;

        if (p->Get_Id() == id)

        {

            Send_Object_Update(obj,p->Get_Id());

        }

        else
```