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Subject: Re: crash when joining as map is loading on the server

Posted by [StealthEye](#) on Wed, 19 Sep 2012 21:02:45 GMT

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It was not setting a "the player is not in game" flag correctly, so that it sent data of the previous game to the player, which conflicted with the next game's data. Other clients clear the game data when they start loading, but since the joining client would have finished loading, the data would get mixed up. Renegade's game start/gameover/intermission/join code is really bad, it requires handling weird edge cases everywhere...

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