

---

Subject: Re: Client crash

Posted by [ExEric3](#) on Sat, 15 Jun 2013 23:53:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lazy5686 wrote on Sun, 16 June 2013 00:19 So this could very well be something on our end?

Try setup another map in rotation (its !setnextmap in BRenBot?) as usually is configured in tt.cfg while iran will be in game.

---