
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [StealthEye](#) on Wed, 16 Jul 2014 20:38:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

He means crashes where the client crashdump indicates that a network object creation message was sent for one object, while an object with the same id (but a different object type!) already existed. This should never happen normally. It supposedly happens even for maps that do not have duplicate IDs.

Before 4.1, this was not detected, and caused inconsistencies later in the game (missing objects for some clients, incorrect state, or crashes in hard-to-understand locations). 4.1 detects this, and crashes the client because that's the only way to handle the inconsistency without causing side-effect bugs that are hard to understand/track down, and that cause undefined behavior in the game. Apparently, in some cases inconsistencies do still happen. The right way to fix this is to find out why the client creates two objects with the same id.
