Subject: Re: Now collecting scripts 4.1 bugs
Posted by dubstar on Tue, 09 Sep 2014 01:06:28 GMT
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dubstar wrote on Sat, 23 August 2014 02:11I
Finally there is a bug which either attempts to crash my game (hangs for a second) or crashes it. I can explain what happens when it crashes, usually a full game crash would start when there is a lot going on in game (i,e a tank battle, lots of smoke) it would freeze everything on screen (usually around 20-60 seconds) after that the game will return to being controllable but all the textures of the map/infantry and vehicles become corrupt (showing the wrong textures). To restore everything back to default I have to restart the client.

Update: The above problem has nothing to do with the TT patch and is the result of my hardware over heating. I hope this has not caused any delay in 4.2's update