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Subject: crashed today  
Posted by [C4Smoke](#) on Mon, 23 Apr 2012 05:31:10 GMT  
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here you go.

crashed while driving apc in mesa into nod base and getting hit by obby.

#### File Attachments

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1) [New Folder.zip](#), downloaded 317 times

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Subject: Re: crashed today  
Posted by [TankClash](#) on Mon, 23 Apr 2012 05:51:37 GMT  
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Ouch, Obelisks are heavy, is your APC insured?

couldn't resist

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Subject: Re: crashed today  
Posted by [C4Smoke](#) on Tue, 24 Apr 2012 01:34:06 GMT  
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Ha don't know crashed before I was able to see damagaes :/

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Subject: Re: crashed today  
Posted by [Ethenal](#) on Fri, 27 Apr 2012 01:45:41 GMT  
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Just using an existing thread: got another crash - crashdump attached.

Was playing Jelly Marathon on Walls Flying, nothing unusual happened, I just froze up while I was up on the middle mesa thing and then the client disappeared and that was that.

#### File Attachments

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1) [crashdump.20120427-013650-r4691-n1.zip](#), downloaded 288 times

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Subject: Re: crashed today  
Posted by [StealthEye](#) on Fri, 27 Apr 2012 14:55:02 GMT

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Next time, please make a new topic about it as it is easier to refer to from our bug tracker or in chat.

I haven't looked at the cause of the crash, I will do so when I have more time and jonwil doesn't beat me to it.

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Subject: Re: crashed today  
Posted by [Ethenal](#) on Fri, 27 Apr 2012 17:05:38 GMT  
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Ok, will do next time.

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Subject: Re: crashed today  
Posted by [StealthEye](#) on Fri, 29 Jun 2012 19:04:52 GMT  
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I looked at both crashes.

C4Smoke's does not seem to be related to the obelisk scenario he's describing. I don't know what caused this though (something with the menu system it seems).

Ethenal's happens in or near some jump-related code, I'm hoping jonwil knows the name of the function in which it crashed since I don't.

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Subject: Re: crashed today  
Posted by [jonwil](#) on Sat, 30 Jun 2012 01:40:46 GMT  
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I have analyzed both crash dumps in this thread and given StealthEye all the information I can about whats going on.

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Subject: Re: crashed today  
Posted by [StealthEye](#) on Sun, 01 Jul 2012 17:00:57 GMT  
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Seems we can't identify what happened in these dumps.

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