
Subject: more crashes

Posted by [roszek](#) on Mon, 28 May 2012 18:54:16 GMT

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I crashed 3 times today. I don't really recall what I was doing but I was doing different things each time (nothing special).

Each time was the same type of crash; freeze then hit ctrl+esc then crash.

The dumps:

File Attachments

1) [crashDumps.rar](#), downloaded 144 times

Subject: Re: more crashes

Posted by [jonwil](#) on Tue, 29 May 2012 01:33:10 GMT

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What scripts build are you running and where did you get it from?

Subject: Re: more crashes

Posted by [Hypnos](#) on Tue, 29 May 2012 01:52:24 GMT

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Couldn't be bothered making my own topic; I crashed trying to quit the game just now.

File Attachments

1) [crashdump.20120529-014813-r4691-n1.dmp](#), downloaded 126 times

Subject: Re: more crashes

Posted by [roszek](#) on Tue, 29 May 2012 11:30:35 GMT

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The scripts I have are from the last auto-update.

Subject: Re: more crashes

Posted by [Hypnos](#) on Fri, 08 Jun 2012 13:52:27 GMT

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Any update as to why it crashed?

Subject: Re: more crashes

Posted by [StealthEye](#) on Fri, 08 Jun 2012 15:13:44 GMT

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It crashed on the end game screen because it could not find team information for Nod. I don't know why that is though.

The same cause for one of roszek's crashdumps, the other crashdump is not clear and I can't analyze it in the limited time I have now. The third crashdump (ending with -n2) in roszek's zip is not relevant (-n2 crashes almost never are, because they happened as a consequence of another crash, the corresponding -n1).

Subject: Re: more crashes

Posted by [Distrbd21](#) on Fri, 08 Jun 2012 16:17:23 GMT

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Robb

this maybe a n00b thing to ask.

But did you update the scripts source when the update for the scripts 4.0 came out?

If you go to there site you will see every time they update the client version they also update the source version.

Subject: Re: more crashes

Posted by [Hypnos](#) on Sun, 10 Jun 2012 01:10:31 GMT

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Sounds interesting, best of luck finding out why!
