
Subject: Crash(with crashdump)
Posted by [YesNoMayb](#) on Mon, 25 Jun 2012 23:08:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here

I was about to join Jelly and I crashed.

File Attachments

1) [crashdump.20120625-230600-r4914-n1.dmp](#), downloaded 165 times

Subject: Re: Crash(with crashdump)
Posted by [StealthEye](#) on Tue, 26 Jun 2012 11:43:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Added to bug tracker.

Subject: Re: Crash(with crashdump)
Posted by [StealthEye](#) on Fri, 29 Jun 2012 19:13:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is yet another spawner-related crash. On what map was this?

Subject: Re: Crash(with crashdump)
Posted by [YesNoMayb](#) on Sat, 30 Jun 2012 02:03:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I didn't even get to join the map. My client crashed before I could even join. If you mean the map I was joining, I can't remember as I have a terrible memory. The only detail I remember is crashing before being able to join the map.

Subject: Re: Crash(with crashdump)
Posted by [StealthEye](#) on Sun, 01 Jul 2012 17:04:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe someone of Jelly who has logs for this can check what map was run. Date and time: 2012-06-25 23:06:00 (I'm not sure what timezone though, probably YesNoMayb's local time.)
