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Subject: Crash

Posted by [iRANian](#) on Mon, 25 Mar 2013 21:34:36 GMT

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first one in like a half a year

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#### File Attachments

1) [crashdump.20130325-210524-r5276-n1.zip](#), downloaded 306 times

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Subject: Re: Crash

Posted by [iRANian](#) on Mon, 25 Mar 2013 21:37:14 GMT

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Just got another one. Both gave me a pure virtual function call error box too btw

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#### File Attachments

1) [crashdump.20130325-213515-r5276-n1.zip](#), downloaded 257 times

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Subject: Re: Crash

Posted by [jonwil](#) on Tue, 26 Mar 2013 00:30:44 GMT

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I checked these crashes and they are happening in the resource manager so I have punted them over to StealthEye as that's his department.

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Subject: Re: Crash

Posted by [StealthEye](#) on Tue, 26 Mar 2013 19:31:14 GMT

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It happens when changing the map rotation (e.g. !setnextmap). Not sure why. Can you create an extended dump? Maybe there's something special about the moment when !setnextmap is called that causes it to crash?

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Subject: Re: Crash

Posted by [iRANian](#) on Tue, 26 Mar 2013 20:11:45 GMT

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It didn't crash on my test server so probably not.

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