Subject: Client crash
Posted by iRANian on Sat, 08 Jun 2013 13:12:27 GMT
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Was playing a game on Jelly Marathon, C&C_Under about 4 minutes into the game, walking at nod front.

```
File Attachments
1) crashdump.20130608-110126-r5276-n1.zip, downloaded 228
times
```

Subject: Re: Client crash
Posted by StealthEye on Sat, 08 Jun 2013 18:20:26 GMT
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Same issue as http://www.renegadeforums.com/index.php?t=msg&th=40277&start=0&rid=4 0

Subject: Re: Client crash
Posted by Lazy5686 on Sat, 15 Jun 2013 22:19:56 GMT
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So this could very well be something on our end?

Subject: Re: Client crash
Posted by ExEric3 on Sat, 15 Jun 2013 23:53:28 GMT
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Lazy5686 wrote on Sun, 16 June 2013 00:19So this could very well be something on our end?

Try setup another map in rotation (its !setnextmap in BRenBot?) as usually is configured in tt.cfg while iran will be in game.

Subject: Re: Client crash
Posted by iRANian on Sun, 16 Jun 2013 19:55:24 GMT
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Yeah, it crashes with !setnextmap.

Subject: Re: Client crash
Posted by StealthEye on Mon, 17 Jun 2013 18:02:41 GMT
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Always or sometimes? Reproduction steps?

Subject: Re: Client crash
Posted by iRANian on Mon, 17 Jun 2013 19:36:30 GMT
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Seems to be always. Don't know how you could reproduce it but I just join Jelly Marathon to play and when !setnextmap is used my game crashes.

Subject: Re: Client crash
Posted by Lazy5686 on Mon, 17 Jun 2013 22:45:02 GMT
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[19:42:04] <&Erebos> [DEBUG] 4.0 users: 20 Total: 26 Percentage: 76.923077
[19:42:04] <&Erebos> !fds listgamedefs
[19:42:04] <&Erebos> !setnextmap C&C_Hourglass
[19:42:04] <&JellyMarathon> Host: [Erebos] There are insufficient players running scripts 4.0 to play a new map right now, setting a normal map next.
[19:42:05] <&JellyMarathon> Host: [BR] Setting next map to C&C_Hourglass ...

Subject: Re: Client crash
Posted by iRANian on Sun, 23 Jun 2013 11:16:21 GMT
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So yeah I'm still crashing, I tried re-installing 4.0 but that didn't fix it.

The game crashes inside tt.dll while trying to dereference a NULL pointer.

Subject: Re: Client crash
Posted by StealthEye on Mon, 24 Jun 2013 12:15:50 GMT
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Could you try turning "background downloading" off on the client and see if it still happens?

Subject: Re: Client crash
Posted by StealthEye on Mon, 24 Jun 2013 13:12:06 GMT

I think I have fixed this issue. The fix will be included in the next release.