Subject: Client crash
Posted by iRANian on Sat, 08 Jun 2013 13:12:27 GMT
View Forum Message <> Reply to Message

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 260
times

Subject: Re: Client crash
Posted by StealthEye on Sat, 08 Jun 2013 18:20:26 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

Yeah, it crashes with !setnextmap.

Subject: Re: Client crash
Posted by StealthEye on Mon, 17 Jun 2013 18:02:41 GMT
View Forum Message <> Reply to Message

Always or sometimes? Reproduction steps?

Subject: Re: Client crash
Posted by iRANian on Mon, 17 Jun 2013 19:36:30 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

[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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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.