Subject: Re: Crash
Posted by StealthEye on Sat, 05 Jan 2013 20:39:06 GMT

I just spent a few hours on this, and it seems that you're getting packages from the next game whereas your client did not yet load the next map. I'm not sure how this can happen. I can (and will) relatively easily work around the crash by skipping packages that appear invalid, but that may introduce weird behavior (e.g. it is possible that some object is never created on the next map), so it is not a real solution.

Is there anything you can think of why this issue occurs? I cannot reproduce it and as far as I recall noone else reported similar crashes with the current build.