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Subject: Client Crash

Posted by [Neijwiert](#) on Wed, 20 Nov 2013 23:18:06 GMT

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Crash type:

Internal error, nothing else specified.

Set-Up:

I have the latest version of scripts on both my client and server, I am running a single custom plugin. This plugin does something that makes the client crash under these conditions:

- The player is already in the game
- The server loads the next map
- On the OnLoadLevel SSGM event there is a chain of events and it eventually leads to this code:

```
GameObject *TimerObj = Commands->Create_Object("Invisible_Object", Vector3(0,0,0));
this->_TimerObject = TimerObj->Get_ID();
TimerObj->Add_Observer(this);
```

- There no longer is any crash when the Add\_Observer line is removed.

Layout of the class 'this' points to:

Toggle Spoiler

```
class NTCPowerupSpawner : public ScriptImpClass
{
    friend class NTCPowerupControl;
    friend class NTC_Powerup;

public:
    NTCPowerupSpawner(int SpawnerID, bool Enabled, const char *Preset, Vector3 &Position, int
MaxSpawnCount, float SpawnDelay);
    virtual void Timer_Expired(GameObject *obj, int number);
    int Get_Spawner_ID();
    void Toggle_Spawner(bool Enable);
    void Spawn_Powerup(bool Decrease);
protected:
    void OnThink();
    void Remove_Powerup();
    bool Can_Spawn();
    void Force_Spawn_Powerup(bool Decrease);
    GameObject *Create_Timer_Object();
    void Start_Timer(float Delay = 0);
    GameObject *Get_Object(int &ID);
    void Remote_Spawn_Powerup(bool Decrease);
private:
    int _SpawnerID;
```

```
bool _Enabled;  
StringClass _Preset;  
Vector3 _Position;  
int _SpawnsRemaining;  
int _Item;  
bool _SpawnPending;  
float _SpawnDelay;  
int _TimerObject;  
};
```

I was unable to reproduce it with an empty class that called the same pieces of code on the constructor of the class at the same time.

CrashDump attached.

### File Attachments

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1) [crashdump.20131120-231156-r5704-n1.dmp](#), downloaded 280 times

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