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Subject: server crash on flying trough animation  
Posted by [robbyke](#) on Fri, 15 Jun 2012 13:25:19 GMT  
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my server crashed on pure virtual function

i flew with an apache trough the veh dropoff animation (like in crate)

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Subject: Re: server crash on flying trough animation  
Posted by [danpaul88](#) on Fri, 15 Jun 2012 14:07:31 GMT  
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I believe that's a known issue and, last I heard, on the WONTFIX list because it's so rare that it happens...

Quote:[WONTFIX] - If you purchase a transport and hover and get hit by the C130 you get "gameplay pending". here

Not 100% the same, but probably the same underlying problem since both are linked to flying through cinematics.

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Subject: Re: server crash on flying trough animation  
Posted by [StealthEye](#) on Sat, 23 Jun 2012 13:14:19 GMT  
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It sounds much more severe if the server crashes so I think we should look into this one. Added to the bug tracker. Is the crashdump available robbyke?

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Subject: Re: server crash on flying trough animation  
Posted by [robbyke](#) on Sun, 24 Jun 2012 09:03:03 GMT  
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no i dont think so but ill go check it

no i dont have a crashdump of that one

perhaps its this one but its stack overflow so i doubt it

#### File Attachments

1) [crashdump.20120615-145726-r4914-n1.rar](#), downloaded 254 times

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Subject: Re: server crash on flying trough animation  
Posted by [StealthEye](#) on Sun, 24 Jun 2012 15:09:35 GMT  
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That one is something in the lua plugin. I recall seeing a similar dump before so I guess it's known/fixed.

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Subject: Re: server crash on flying trough animation  
Posted by [robbyke](#) on Wed, 27 Jun 2012 17:19:42 GMT  
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if im testing again ill try to get a crash with the animation again

should be easy as it was just flying trough the transport heli when it dropped of the veh

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Subject: Re: server crash on flying trough animation  
Posted by [StealthEye](#) on Fri, 29 Jun 2012 23:12:18 GMT  
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Tried it a few times. I can only get it to give the "gameplay pending" as reported earlier (not sure what causes that either, but I don't think it's very important). The server does not crash for me.

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