
Subject: crash when joining as map is loading on the server
Posted by [iRANian](#) on Sat, 15 Sep 2012 22:23:14 GMT

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if you join when the server is loading the map with RC1, your client crashes.

Subject: Re: crash when joining as map is loading on the server
Posted by [iRANian](#) on Mon, 17 Sep 2012 13:53:39 GMT

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apparently crashdumps didn't upload so here.

File Attachments

1) [crash join while server changing maps.zip](#), downloaded 289 times

Subject: Re: crash when joining as map is loading on the server
Posted by [StealthEye](#) on Tue, 18 Sep 2012 19:13:44 GMT

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Is this reproducible? The crashdumps are not very clear. It is something with C4.

Subject: Re: crash when joining as map is loading on the server
Posted by [iRANian](#) on Tue, 18 Sep 2012 19:20:43 GMT

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Yes, I was able to reproduce it every time on my test server yesterday when I had to reproduce a bug with something I wrote that happened while joining when the server gameovered. Everytime I joined the game would freeze after putting me ingame (after the game loaded).

Basically, to reproduce:

1. Execute the 'gameover' command on your test server.
2. Immediately join the server.

What happens for me is that after loading the game freezes up and gives an 'Internal Error'.

Subject: Re: crash when joining as map is loading on the server
Posted by [Xpert](#) on Tue, 18 Sep 2012 20:15:01 GMT

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Yup, happens to me also.

Subject: Re: crash when joining as map is loading on the server

Posted by [StealthEye](#) on Tue, 18 Sep 2012 20:34:24 GMT

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Added to bug tracker.

Subject: Re: crash when joining as map is loading on the server

Posted by [StealthEye](#) on Wed, 19 Sep 2012 20:51:50 GMT

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Happened to me too. But now it's fixed.

Subject: Re: crash when joining as map is loading on the server

Posted by [iRANian](#) on Wed, 19 Sep 2012 20:56:40 GMT

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Good to hear, what was causing it?

Subject: Re: crash when joining as map is loading on the server

Posted by [StealthEye](#) on Wed, 19 Sep 2012 21:02:45 GMT

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It was not setting a "the player is not in game" flag correctly, so that it sent data of the previous game to the player, which conflicted with the next game's data. Other clients clear the game data when they start loading, but since the joining client would have finished loading, the data would get mixed up. Renegade's game start/gameover/intermission/join code is really bad, it requires handling weird edge cases everywhere...
