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Subject: Re: Server Crashes

Posted by [StealthEye](#) on Sat, 29 Jul 2006 16:48:12 GMT

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It seems to crash on determining the ping for the pinfo command reply (for player with id 5). I can't get any more info out of this message though, I do not know why it crashed...

The weird thing is though that the location it crashed on is in the middle of one instruction, which seems to indicate that it does not properly determine the location of `cConnection::Get_Remote_Host(int)`

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