
Subject: Re: Set_Map errors?

Posted by [Agent](#) on Wed, 14 Mar 2012 22:46:44 GMT

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Also:

If I use mlistc (i.e mlistc 1 C&C_Islands) the server will set the map to the correct position and begin to load that map when it has reached that position, however, it will also crash after gameover (more precisely, after the map begins to load and before LoadLevelHook is called). Both the Set_Map and mlistc errors seem to occur on multiple environments. I'm fairly confident these are errors in tt.dll.
