

---

Subject: Re: Crash

Posted by [StealthEye](#) on Thu, 12 Apr 2012 14:51:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We're not sure what caused this. It could be a server issue (due to mismatched maps on the client and server), but we can't tell from the crashdump.

Marking this closed.

---