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Subject: Re: runtime error

Posted by [StealthEye](#) on Thu, 12 Apr 2012 21:41:26 GMT

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You mention that you have had multiple such crashes. Does that mean that you have multiple crashdumps too? If so, can you please upload those too? Just because they look like the same issue does not mean it actually is the same issue, and even if it is it is sometimes helpful to have the information from multiple crashdumps to see what goes wrong.

The crashdump posted above is sound related. It crashes in code we have replaced for beta5 to get more debug info on exactly this crash, so there is little new this dump provides. I think we should get you (TankClash) a custom build with extra debugging information, as the sound crash issue occurs for you most. Hopefully we can then finally solve this issue in beta5.

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