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Subject: Re: crashed today

Posted by [StealthEye](#) on Fri, 29 Jun 2012 19:04:52 GMT

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I looked at both crashes.

C4Smoke's does not seem to be related to the obelisk scenario he's describing. I don't know what caused this though (something with the menu system it seems).

Ethenal's happens in or near some jump-related code, I'm hoping jonwil knows the name of the function in which it crashed since I don't.

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