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Subject: Re: Crash on Jelly

Posted by [StealthEye](#) on Mon, 30 Jul 2012 16:04:22 GMT

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I can reproduce this:

- Host ope player LAN game on client.
- Quit client game.
- Join online game.
- Kill ref.

It probably happens when hosting any game (SP, LAN, WOL) and then joining a non-hosted game.

Thanks for the details in your first post, (map name and destroying ref) that really helped figuring it out. There are quite a few similar crashes that I believe will be fixed once this one is fixed.

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