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Subject: Re: Crash dump

Posted by [Ethenal](#) on Fri, 10 Aug 2012 01:25:47 GMT

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What do you mean, does Renegade keep track of each player that joins and leaves the game until the end of the map?

If so, that could explain why the Marathon has traditionally always crashed after around the 7-9 hour mark in the past (even before 4.0). I'm glad this specific thing is something that can be fixed, though. Thanks StealthEye.

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