Subject: Client Crash

Posted by Neijwiert on Wed, 20 Nov 2013 23:18:06 GMT

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Crash type:
Internal error, nothing else specified.

Set-Up:
I have the latest version of scripts on both my client and server, I am running a single custom plugin. This plugin does something that makes the client crash under these conditions:

- The player is already in the game
- The server loads the next map
- On the OnLoadLevel SSGM event there is a chain of events and it eventually leeds to this code:

```
GameObject *TimerObj = Commands->Create_Object("Invisible_Object", Vector3(0,0,0));
this->_TimerObject = TimerObj->Get_ID();
TimerObj->Add_Observer(this);
```

- There no longer is any crash when the Add_Observer line is removed.

Layout of the class 'this' points to:

Toggle Spoiler

```
class NTCPowerupSpawner : public ScriptImpClass
{
 friend class NTCPowerupControl;
 friend class NTC_Powerup;

 public:
  NTCPowerupSpawner(int SpawnerID, bool Enabled, const char *Preset, Vector3 &Position, int MaxSpawnCount, float SpawnDelay);
  virtual void Timer_Expired(GameObject *obj, int number);
  int Get_Spawner_ID();
  void Toggle_Spawner(bool Enable);
  void Spawn_Powerup(bool Decrease);
 protected:
  void OnThink();
  void Remove_Powerup();
  bool Can_Spawn();
  void Force_Spawn_Powerup(bool Decrease);
  GameObject *Create_Timer_Object();
  void Start_Timer(float Delay = 0);
  GameObject *Get_Object(int &ID);
  void Remote_Spawn_Powerup(bool Decrease);
 private:
  int _SpawnerID;
```

```
  bool _Enabled;
  StringClass _Preset;
  Vector3 _Position;
  int _SpawnsRemaining;
  int _Item;
  bool _SpawnPending;
  float _SpawnDelay;
  int _TimerObject;
};
```

I was unable to reproduce it with an empty class that called the same pieces of code on the constructor of the class at the same time.

CrashDump attached.

File Attachments
1) crashdump.20131120-231156-r5704-n1.dmp, downloaded 238 times