
Subject: New bugs

Posted by [Poskov](#) on Tue, 12 Jan 2010 15:21:15 GMT

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The game 3.4.4 sometimes crashes (exits to desktop) for no reason. I think it might be related to the beam/electricity effect...

Using 2400*3600+ textures also causes this.

Subject: Re: New bugs

Posted by [StealthEye](#) on Tue, 12 Jan 2010 17:57:25 GMT

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If it generates a crashdump.txt then that might help to find the reason.

Subject: Re: New bugs

Posted by [Ghostshaw](#) on Tue, 12 Jan 2010 19:09:34 GMT

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The texture crash is probably caused by some sort of overflow somewhere in the code. Simple solution is not to use such insanely large textures

As for the other one I dunno exactly. crashdump would be helpfull

Subject: Re: New bugs

Posted by [saberhawk](#) on Tue, 12 Jan 2010 21:01:24 GMT

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Ghostshaw wrote on Tue, 12 January 2010 14:09The texture crash is probably caused by some sort of overflow somewhere in the code. Simple solution is not to use such insanely large textures

As for the other one I dunno exactly. crashdump would be helpfull

Especially ones whose dimensions aren't powers of 2.

Subject: Re: New bugs

Posted by [TruYuri](#) on Wed, 13 Jan 2010 01:31:31 GMT

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Saberhawk wrote on Tue, 12 January 2010 16:01Especially ones whose dimensions aren't powers of 2.

That's what I was going to say.

Subject: Re: New bugs

Posted by [Poskov](#) on Sat, 16 Jan 2010 06:44:41 GMT

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Well, I hope this problem is fixed, cause it also happens in APB.

And I don't use custom textures in APB.
