
Subject: Server crashed

Posted by [Ani](#) on Thu, 21 Jun 2012 02:19:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

So, my server has crashed 3 times in total (according to debug files atleast.)

The one i'm most interested in is the most recent one, it was a decent game (5 on 5, half way through Under) and it randomly goes up.

I'd like to know what is causing this atleast, so let me know.

File Attachments

1) [debug.rar](#), downloaded 270 times

Subject: Re: Server crashed

Posted by [StealthEye](#) on Sat, 23 Jun 2012 13:40:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Three different issues. I only had a quick look:

The first is caused by an invalid spawner (NULL spawner definition).

The second is caused by an invalid sound listener definition or something like that.

The third seems like memory corruption of some kind in a weapon instance.
