
Subject: Crash

Posted by [iRANian](#) on Mon, 25 Mar 2013 21:34:36 GMT

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

first one in like a half a year

File Attachments

1) [crashdump.20130325-210524-r5276-n1.zip](#), downloaded 278 times

Subject: Re: Crash

Posted by [iRANian](#) on Mon, 25 Mar 2013 21:37:14 GMT

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

Just got another one. Both gave me a pure virtual function call error box too btw

File Attachments

1) [crashdump.20130325-213515-r5276-n1.zip](#), downloaded 229 times

Subject: Re: Crash

Posted by [jonwil](#) on Tue, 26 Mar 2013 00:30:44 GMT

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

I checked these crashes and they are happening in the resource manager so I have punted them over to StealthEye as that's his department.

Subject: Re: Crash

Posted by [StealthEye](#) on Tue, 26 Mar 2013 19:31:14 GMT

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

It happens when changing the map rotation (e.g. !setnextmap). Not sure why. Can you create an extended dump? Maybe there's something special about the moment when !setnextmap is called that causes it to crash?

Subject: Re: Crash

Posted by [iRANian](#) on Tue, 26 Mar 2013 20:11:45 GMT

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

It didn't crash on my test server so probably not.
