
Subject: Crash to desktop when everyone is ready...
Posted by [Nitem4re](#) on Tue, 19 Apr 2011 22:11:34 GMT
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Hi guys, I am having this problem with MP. We can connect, hire NPCs, and all that, but when everyone places the mercs and clicks ready, the host crashes to the desktop without any error message. (Generic app was crashed error) Any clues?

I am using TAIS SCI installer, over a fresh vanilla install.

Subject: Re: Crash to desktop when everyone is ready...
Posted by [wanne \(aka RoWa21\)](#) on Wed, 20 Apr 2011 09:47:28 GMT
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Does it always crash on every map you want to play? Does it crash in COOP, DM and Team-DM?

Anyway, this bug does not occur in the latest development EXE.
There is a new official Release coming out at the end of April.

Subject: Re: Crash to desktop when everyone is ready...
Posted by [Trannkerlicer](#) on Tue, 28 Jun 2011 15:54:26 GMT
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I also have this problem and I am using the latest 1.13 mod, when everyone places their mercs and presses done the host crashes straight to the desktop
Any help would be appreciated

Subject: Re: Crash to desktop when everyone is ready...
Posted by [Melifaro](#) on Wed, 03 Aug 2011 16:53:45 GMT
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Same here

I have 1.13 + Wildfire, crashes every time all players are ready

Edit: it seems it's only not working in A9

Other sectors work normally
At least C9 and San Mona mine

Subject: Re: Crash to desktop when everyone is ready...
Posted by [Gorro der Grüne](#) on Wed, 03 Aug 2011 17:01:26 GMT

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which 1.13

which Wilfire - Wilfire Mod for 1.13 (outdated), AIMNAS (Version), retailWF (incompatible), Wildfiremods by Wildfire (outdated and incompatible)

what means "ready"

Welcome to the pit take a shovel and help excavating it.

Subject: Re: Crash to desktop when everyone is ready...

Posted by [haydent](#) on Tue, 06 Mar 2012 01:32:29 GMT

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i just got back here and downloaded current release 4870 and host crashes. tried in coop, dm and a few maps. wont run.

will try latest version. and debug 4870 too maybs

Subject: Re: Crash to desktop when everyone is ready...

Posted by [haydent](#) on Tue, 06 Mar 2012 03:55:10 GMT

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mine is working now, just did a fresh install of 4870 with Fresh JA2

Subject: Re: Crash to desktop when everyone is ready...

Posted by [JKeenan](#) on Wed, 25 Apr 2012 02:32:00 GMT

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I hope this helps someone. My wife and I attempted to play JA2 co-up last night and had this same problem: whoever was hosting the game crashed to the desktop immediately when both players were ready. I resolved the problem by removing read-only on all items in the JA2 folder on both computers. I did this after removing and reinstalling JA2 and 1.13 on both computers using Tais' SCI. We were then able to get to the tactical screen.

That being said, in four attempts to play, the game crashed or locked up four times, so we didn't get to finish a round.

Subject: Re: Crash to desktop when everyone is ready...

Posted by [wanne \(aka RoWa21\)](#) on Sun, 29 Jul 2012 15:27:44 GMT

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This is already fixed in the update (bugfix) version of the official 4870 release. Just download it from the 1.13 WIKI:

<http://ja2v113.pbworks.com/w/page/4218339/FrontPage>
