

## BGII:EE Public Bugs - Bug #22828

### Game crashes when saving or using map to change zones

04/17/2016 04:36 AM - James Gibbs

|                                                                                                                                                                                                                                                                                                                                  |                |                        |            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|------------------------|------------|
| <b>Status:</b>                                                                                                                                                                                                                                                                                                                   | Closed - Fixed | <b>Start date:</b>     | 04/17/2016 |
| <b>Classification:</b>                                                                                                                                                                                                                                                                                                           | C - Minor      | <b>Due date:</b>       |            |
| <b>Assignee:</b>                                                                                                                                                                                                                                                                                                                 |                | <b>% Done:</b>         | 0%         |
| <b>Category:</b>                                                                                                                                                                                                                                                                                                                 |                | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>                                                                                                                                                                                                                                                                                                           | 2.2.66.0       |                        |            |
| <b>Found In Version:</b>                                                                                                                                                                                                                                                                                                         | 2.1.63.2       |                        |            |
| <b>Description</b>                                                                                                                                                                                                                                                                                                               |                |                        |            |
| Steam client, since version 2.1 unable to save multiplayer game or change location from map. Comes up with an ERROR dialog box. Able to load and connect with other player initially but from that point on the game is unplayable. Attempted to load a multiplayer session with only myself playing, still had the same issues. |                |                        |            |
| <b>Note</b>                                                                                                                                                                                                                                                                                                                      |                |                        |            |
| Internal report #22843                                                                                                                                                                                                                                                                                                           |                |                        |            |

#### History

##### #1 - 04/17/2016 04:39 AM - James Gibbs

Can't attach the dump.2.1.63.2.0000.dmp file because "Bad Gateway"

##### #2 - 04/17/2016 08:24 AM - Richard Hilton

- Status changed from New to Needs More Info

Hi

Could you compress the crash dump into the zip format and attach that please.  
Also, please zip and attach a sample save (0000nnnnn-savename folder and content).  
Thanks

##### #3 - 04/17/2016 08:51 AM - Szymon Rodzeń

- File dump.2.1.63.2.0011.zip added

- File 000000022-Ayy!.zip added

I'm having the same issue. There's my crash dump and sample save. The thing is working just fine in singleplayer, only multiplayer is having issues.

Edit:

Oops, these are actually an BG:EE files, but the problem occurs in both games, so...

##### #4 - 04/17/2016 10:51 AM - James Gibbs

- File dump.2.1.63.2.0000.dmp.zip added

- File dump.2.1.63.2.0001.dmp.zip added

- File dump.2.1.63.2.0002.dmp.zip added

- File dump.2.1.63.2.0003.dmp.zip added

Not sure where to upload the savefile from, here's a couple of crashdumps.

**#5 - 04/17/2016 12:51 PM - Richard Hilton**

James, your saves should be in documents -> Baldur's Gate II - enhanced edition -> mpsave  
Thanks

**#6 - 04/17/2016 12:52 PM - Richard Hilton**

- File deleted (dump.2.1.63.2.0011.zip)

**#7 - 04/17/2016 12:52 PM - Richard Hilton**

- File deleted (000000022-Ayy!.zip)

**#8 - 04/17/2016 12:52 PM - Richard Hilton**

Removing the BGEE saves as reported elsewhere

**#9 - 04/17/2016 02:03 PM - James Gibbs**

- File BALDUR.gam added

- File BALDUR.SAV added

Thanks Richard, wasn't sure if it was the .gam or .SAV required, so attached both.

**#10 - 04/17/2016 02:16 PM - Richard Hilton**

- Description updated

- Status changed from Needs More Info to Submitted

Thanks, have added this to the internal report so we have an example for each game.

**#11 - 04/22/2016 10:50 AM - Harold Malaud**

- File 000000001-Quick-Save-4.zip added

The same problem occurred to me and my friend: we were playing fine since 2 hours, travelling, saving, and during Hexxat's quest in the tumb, it became impossible to save/travel (it was not my first save in this area, the others worked fine). Tried many saves and they all behave the same. Running from Steam client on Mac OSX 10.11.4, no error message when game crashes.

**#12 - 04/25/2016 06:11 PM - Richard Hilton**

Crash is now reported. For a workaround please refer to  
<http://forums.beamdog.com/discussion/52986/2-1-multiplayer-crashes-when-saving-or-quick-saving>  
Thanks

**#13 - 04/26/2016 02:45 PM - Richard Hilton**

- Target version set to Next Update

**#14 - 05/16/2016 05:32 PM - Richard Hilton**

- Status changed from Submitted to Closed - Fixed

**#15 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

**#16 - 09/29/2017 04:44 PM - Filip Flechtner**

- Found In Version changed from Next Update to 2.1.63.2

## Files

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|                            |        |            |               |
|----------------------------|--------|------------|---------------|
| dump.2.1.63.2.0000.dmp.zip | 637 KB | 04/17/2016 | James Gibbs   |
| dump.2.1.63.2.0001.dmp.zip | 632 KB | 04/17/2016 | James Gibbs   |
| dump.2.1.63.2.0002.dmp.zip | 618 KB | 04/17/2016 | James Gibbs   |
| dump.2.1.63.2.0003.dmp.zip | 634 KB | 04/17/2016 | James Gibbs   |
| BALDUR.gam                 | 153 KB | 04/17/2016 | James Gibbs   |
| BALDUR.SAV                 | 370 KB | 04/17/2016 | James Gibbs   |
| 000000001-Quick-Save-4.zip | 320 KB | 04/22/2016 | Harold Malaud |