

BGII:EE Public Bugs - Bug #22854

[Multiplayer] Game crash on saves

04/17/2016 01:51 PM - Claudia Jair Abella Hernández

Status:	Closed - Dupe	Start date:	04/17/2016
Classification:	C - Minor	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	2.2.66.0		
Found In Version:	2.1.63.2		

Description

Game crashed every time when i try to save in multiplayer mode since the last patch 2.1 (actual v2.1.63.2)

Running w10 (desktop), i5-2500K, Geforce GTX760
and my patner running on desktop with w10, i5-2310, Geforce GTX560

History

#1 - 04/18/2016 02:10 PM - Richard Hilton

- Status changed from New to Closed - Dupe

Reported under [#22828](#)

Thanks

#2 - 04/25/2016 06:10 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

#3 - 04/26/2016 02:45 PM - Richard Hilton

- Target version set to Next Update

#4 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

#5 - 09/29/2017 04:43 PM - Filip Flechtner

- Found In Version changed from Next Update to 2.1.63.2