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## CDT

Posted by Rehto - 2007/10/06 19:55

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I keep getting CDTs when certain new players join or when I try to join and the game loads a certain player. Has anyone else had this problem ?

Thanks for your attention.

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## Re:CDT

Posted by Milchkuh - 2007/10/06 20:36

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do you have ALL the cars and ALL the tracks (and the required version)? - if not, you get into a loading-loop. (use the download-script)

do you have the update1.1?

... otherwise, i have no idea :(

good luck;) , m

maybe one of these links can help:

[http://www.altbierbude.de/component/option,com\\_fireboard/Itemid,99/func,view/id,4165/catid,9/](http://www.altbierbude.de/component/option,com_fireboard/Itemid,99/func,view/id,4165/catid,9/)

[http://www.altbierbude.de/component/option,com\\_fireboard/Itemid,99/func,view/id,3544/catid,9/](http://www.altbierbude.de/component/option,com_fireboard/Itemid,99/func,view/id,3544/catid,9/)

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## Re:CDT

Posted by Rehto - 2007/10/07 13:56

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Thx for the reply.

I have only used the download script and have kept it up to date and it is version 1.1, Its not an endless loop. just a ctd. it been working fine for months, just in the past week the problem started.

it does not happen every time on altbierbude servers, but it only happens there. there is nothing in the logs either.

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## Re:CDT

Posted by Nick - 2007/10/08 11:16

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what do u mean with ctd?

I have the problem that tracks are loaded twice, when I join a Altbierbude game and the loading is complete it reloads the track and cars after approx 30sec...

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## Re:CDT

Posted by Rehto - 2007/10/08 18:40

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CDT means that GTL "Crashes To Desktop". I've never seen GTL do what you describe.

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