Client Crash Issues

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Known Client Crash Issues – Ether Saga Odyssey

1. Crash at Realm Select (Long File Path)
If the game is installed in a directory with a very long file path, the client crashes at the realm selection screen while loading assets from the .pck archives. This is likely caused by the legacy Windows path-length limit (MAX_PATH, 260 characters), which older 32-bit clients often cannot exceed.
Workaround: Install the game in a short path, such as C:\Games\ESO.

2. Crash When Opening the Map (Ctrl+M or Map Button)
Opening the map, with either the Ctrl+M shortcut or the on-screen button, can crash the client. In the case investigated, this was caused by a missing map file in surfaces.pck.
Workaround: Verify or restore surfaces.pck from a clean installation.

3. Crash from Duplicate Entries in path.data
If path.data contains a duplicate path entry, the client crashes.
Workaround: Check path.data for duplicate entries and remove them.
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