

# Troubleshooting common Demo errors/issues

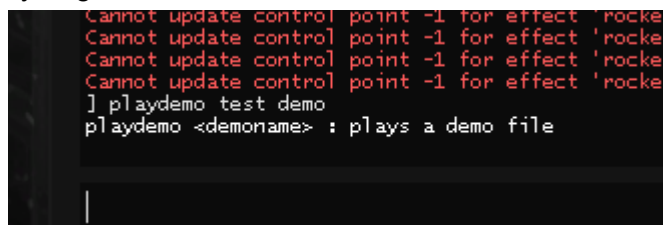
**NOTE: THIS GUIDE HAS NOT BEEN UPDATED FOR MULTIPLE GAME UPDATES AND THE STEPS MAY NO LONGER WORK, WHEN I AM ABLE I WILL LOOK OVER IT BUT WILL NOT BE TAKING QUESTIONS ABOUT IT**

Feel free to contact me on discord (ArchRhythm) if you have any solutions which can be added however

This is a list of common bugs and issues encountered when opening demo files in TF2, I've noticed a few of the same errors pop up often on forums so I thought I'd write a list of them all, if there's anything I've missed please let me know and I'll keep it up to date.

## 1. Demo file name/path has a space in it

If you get an error similar to this:

A screenshot of a console window with a black background and red text. The text shows four identical error messages: "Cannot update control point -1 for effect 'rocke'", followed by a command prompt showing "playdemo test demo" and its output "playdemo <demoname> : plays a demo file".

```
Cannot update control point -1 for effect 'rocke'  
Cannot update control point -1 for effect 'rocke'  
Cannot update control point -1 for effect 'rocke'  
Cannot update control point -1 for effect 'rocke'  
] playdemo test demo  
playdemo <demoname> : plays a demo file
```

Try renaming the demo to not have a space in it, this also applies to subfolders if you have your demo not in the \tf\ folder.

## 2. Snakewater's skybox is messed up

At some point Snakewater was updated but the filename stayed the same which causes the skybox to be missing, if your game looks like [this](#), then you'll need to replace your copy of snakewater with an older version, [cp\\_snakewater\\_u18](#) usually solves the issue but if you can

get the exact version used then that is preferable. Just remove snakewater from your maps folder, put the older version in the folder and rename it to cp\_snakewater\_final1 and you should be good to go.

### 3. Some weapons show as invisible (mainly the Original)

Unfortunately we don't have a fix for this issue as it stands (if you do have one please let me know!) so you might just have to deal with some invisible weapons, (however it can be caused by a fix mentioned later in this list)

### 4. Some botkiller weapons have big error messages on them

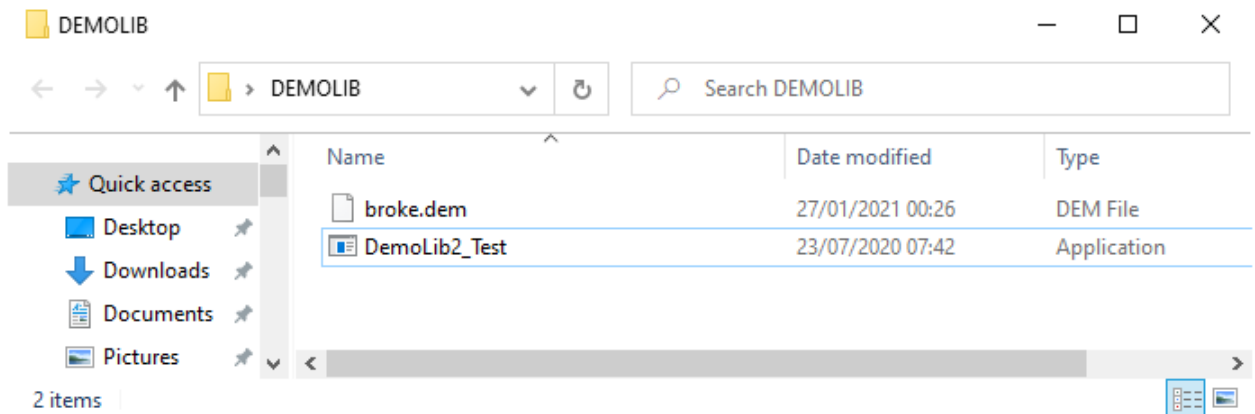
Again we don't seem to have a fix but it is a known issue

### 5. Opening a demo crashes the game to desktop and I get an error resembling "GetDynamicBaseline: FindStringIndex(\*\*TF2 WEAPON\*\*) failed."

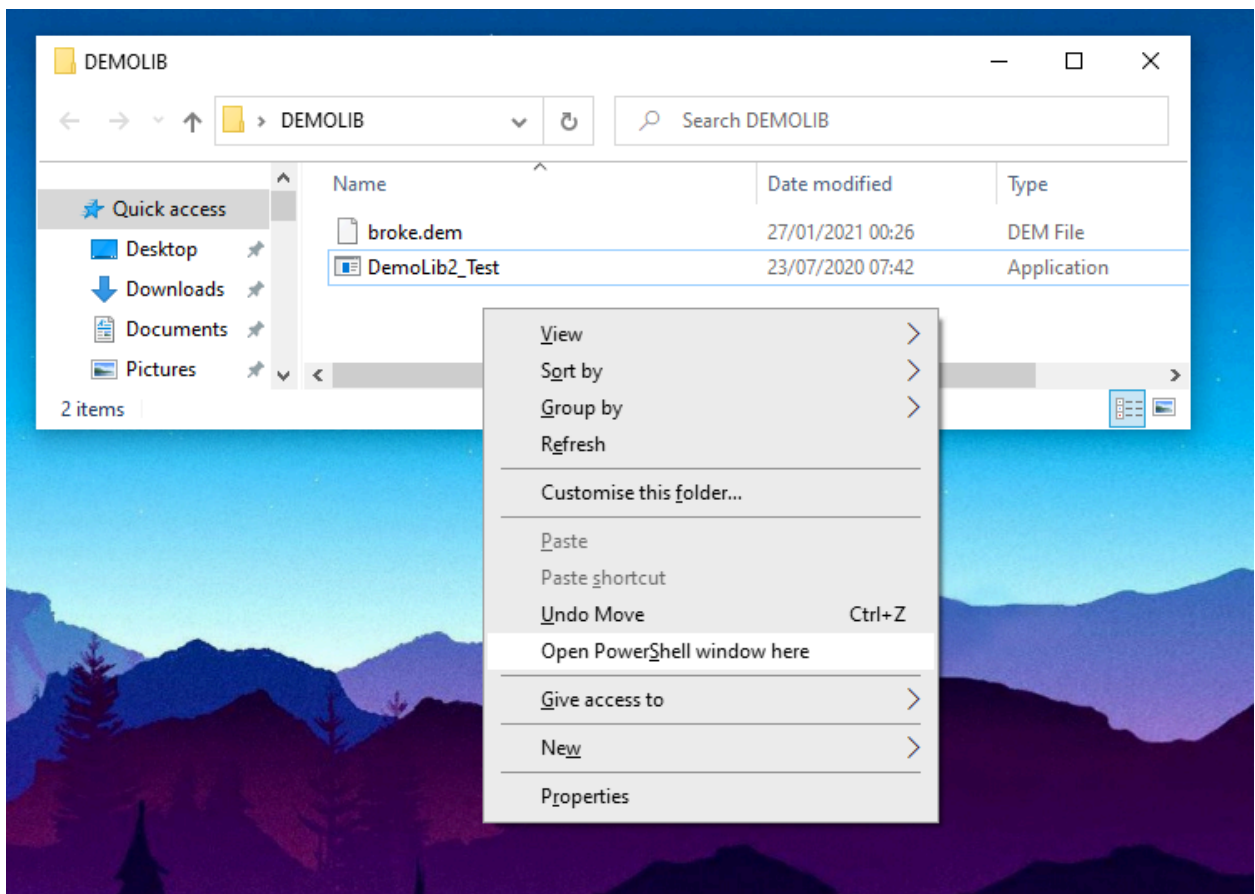
It seems that the specific weapon mentioned in the error is causing the demo to not load, the fix for this is quite simple but it requires downloading an .exe file and then using it through cmd prompt or powershell.

1. Download DemoLib2\_Test.rar [here](#), and extract it

- Put the broken demo file in the same folder and rename it to something easy to type (for example broke.dem)



- Shift+right click** in the folder (when nothing is selected), depending on your version of Windows you'll get the option to either open a command prompt window or a powershell window here, the next step is slightly different depending on which so I'll show both options



- For CMD prompt input:

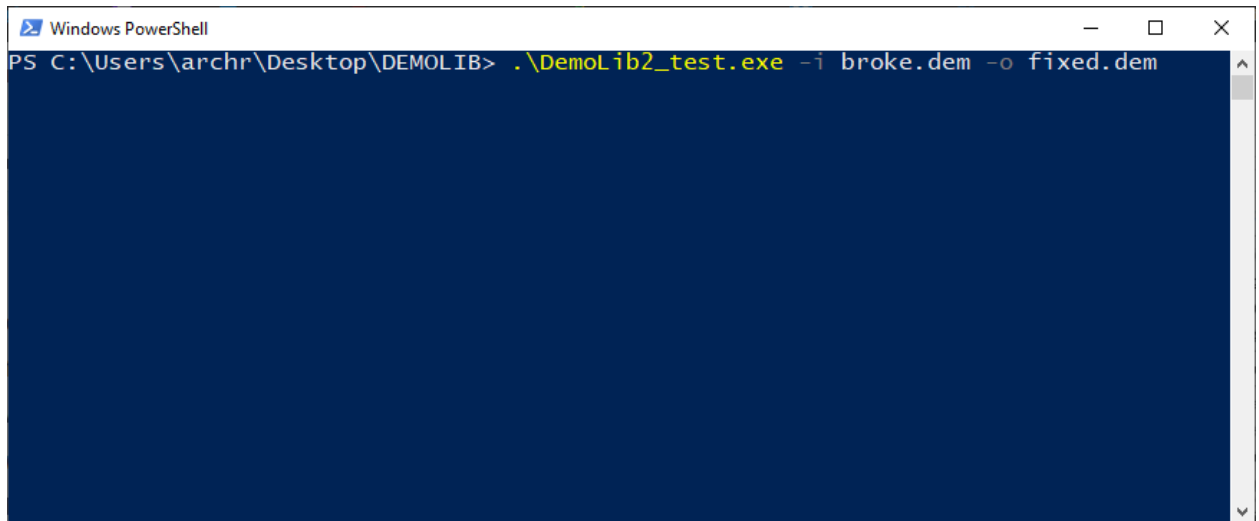
***DemoLib2\_Test.exe -i broke.dem -o fixed.dem***

(change file names as appropriate)

For Powershell input:

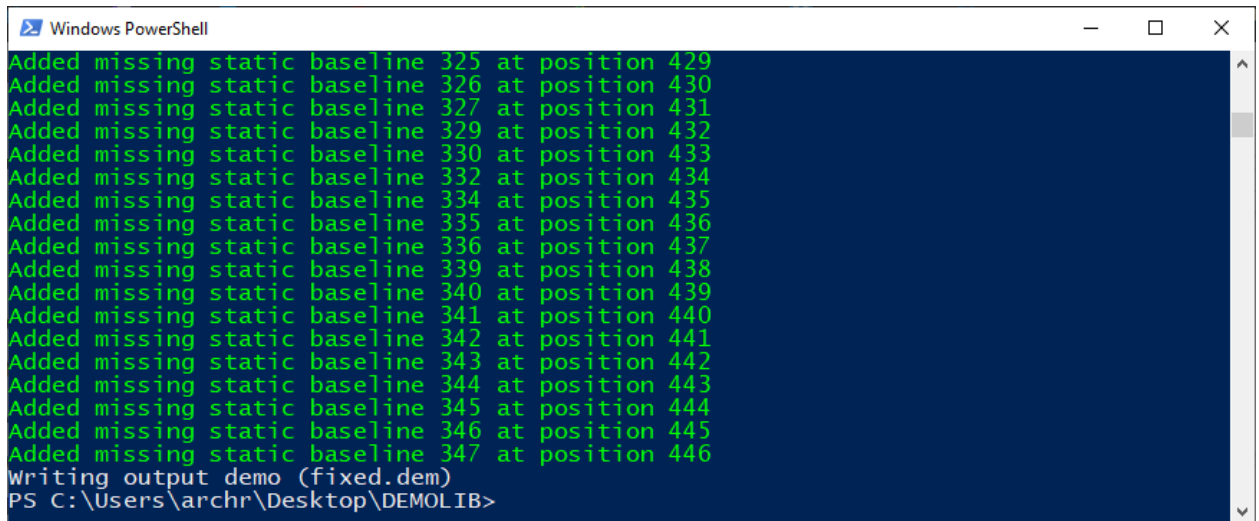
**`.\DemoLib2_test.exe -i broke.dem -o fixed.dem`**

(again change file names if needed)



```
Windows PowerShell
PS C:\Users\archr\Desktop\DEMOLIB> .\DemoLib2_test.exe -i broke.dem -o fixed.dem
```

When it's done you'll have something resembling this:



```
Windows PowerShell
Added missing static baseline 325 at position 429
Added missing static baseline 326 at position 430
Added missing static baseline 327 at position 431
Added missing static baseline 329 at position 432
Added missing static baseline 330 at position 433
Added missing static baseline 332 at position 434
Added missing static baseline 334 at position 435
Added missing static baseline 335 at position 436
Added missing static baseline 336 at position 437
Added missing static baseline 339 at position 438
Added missing static baseline 340 at position 439
Added missing static baseline 341 at position 440
Added missing static baseline 342 at position 441
Added missing static baseline 343 at position 442
Added missing static baseline 344 at position 443
Added missing static baseline 345 at position 444
Added missing static baseline 346 at position 445
Added missing static baseline 347 at position 446
Writing output demo (fixed.dem)
PS C:\Users\archr\Desktop\DEMOLIB>
```

5. You can then rename the fixed demo to something appropriate and then put it into your demos/tf folder and open as normal

Please note that since this error occurs because one or more weapons are causing issues with the demo these weapons will not be rendered once the demo is run through the fix, therefore it may be the reason you're encountering issue #3

Thanks to Wiethoofd and Beater for helping me identify and fix these issues, and a huge thanks to [Pazer](#) for developing the DemoLib fix. Finally if you have any more issues and/or solutions for bugs pertaining to demo recordings please let me know and I'll happily update this list.

Cheers,  
ArchRhythm