
Subject: Re: FDS crashes

Posted by [=HT=T-Bird](#) on Tue, 20 Sep 2005 23:29:27 GMT

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Darc wrote on Tue, 20 September 2005 15:08ok, i just got a new computr few days/weeks ago.
(AMD 64 Athlon 3500+ (venice core), 1 gig ram, 250 gb hd, no vid card yet (ATI x200))

when i run the FDS, it logs on fine, my bot reads the logfile, and the ssaow logs fine, but then
when a game with 2+ people statrts, it crashes (usualy around the 3rd or 4th person).

in _exept.txt is says:

"

Error code: EXCEPTION_ACCESS_VIOLATION

Description: The thread tried to read from or write to a virtual address for which it does not have
the appropriate access.

Access address:00000000 was read from.

Exception occurred at 01E49F20

"

the first time i saw it, i thaught it might be DEP (data execution protection), so i added the FDS to
the exeption list, then after that it still crashed, so i disabled DEP.

but it still crashed, does anyone have any idea why it is crashing?

if you need anymore CPU/ect info, id be happy to post it :s

Sounds like the FDS is trying to dereference a null ptr...:S
