Subject: Re: What made my Ren crash?
Posted by CarrierII on Tue, 10 Jul 2007 10:21:46 GMT

Well, from what I can make out of that crashdump... game2.exe keeps trying to read 0x000000 which isn't read correctly, or maybe wasn't writen to in the first place... and then it breaks. Might be a scripts.dll error.

Don't take what I said as truth, I know very little about this.