
Subject: Re: Crash

Posted by [Yrr](#) on Tue, 27 May 2008 17:14:25 GMT

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The module where the crash occurred does not help you very much in this case. A crash in game.exe could be a bug in Renegade or scripts.dll. A crash in scripts.dll could also be a bug in Renegade or scripts.dll (though first one is less likely).

Looking at the dump and the code, this is a really scary bug which is almost impossible to happen
Oo

Does it happen without Custom Scripts?
