
Subject: got EXCEPTION_ACCESS_VIOLATION when I tried to export

Posted by [LR01](#) on Sat, 12 Jul 2008 15:55:23 GMT

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oke, what did I do wrong?

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EXCEPTION_ACCESS_VIOLATION:

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

Access address 0x00000000 was written to.

Exception occurred at

0a207b36 Max2w3d.dle+0x17b36.

Version: release

EAX:0x00000000 EBX:0x00000000 ECX:0x0670ec41

EDX:0x19c3b104 ESI:0x19c3b0f0 EDI:0x00000000

EIP:0x0a207b36 ESP:0x0012c924 EBP:0x0012ca68

Flags:%00000000001000010000001001000110

CS:0x001b DS:0x0023 SS:0x0023

ES:0x0023 FS:0x003b GS:0x0000

CW:%00000010011111111

SW:%0000000000100000

TW:%11111111111111111

ErrOfs: 0x00338365 ErrSel: 0x015c001b

DataOfs: 0x0012c820 DataSel: 0xffff0023

Cr0NpxState: 0x00000000

ST(0) 00000000000000000000 0.000000

ST(1) 00000000000000000000 0.000000

ST(2) 00000000000000000000 0.000000

ST(3) 0000000000000080ff3f 1.000000

ST(4) 00000000000000000000 0.000000

ST(5) 00000000000000000000 0.000000

ST(6) 00000000000000000000 0.000000

ST(7) 00000000000a21b102c0 -11.070566

256 addresses:

(unknown)(0): Max2w3d.dle+97078 (unknown)

(unknown)(0): Max2w3d.dle+97312 (unknown)

(unknown)(0): Max2w3d.dle+229973 (unknown)

(unknown)(0): MSVCR70.dll+4588 (unknown)

(unknown)(0): MSVCR70.dll+49019 (unknown)

(unknown)(0): MSVCR70.dll+4312 (unknown)
(unknown)(0): Max2w3d.dle+231575 (unknown)
(unknown)(0): 3dsmax.exe+169745 (unknown)
(unknown)(0): 3dsmax.exe+204326 (unknown)
(unknown)(0): 3dsmax.exe+169745 (unknown)
(unknown)(0): Max2w3d.dle+458052 (unknown)
(unknown)(0): Max2w3d.dle+193792 (unknown)
(unknown)(0): Max2w3d.dle+225514 (unknown)
(unknown)(0): MSVCR70.dll+4588 (unknown)
(unknown)(0): MSVCR70.dll+49019 (unknown)
(unknown)(0): MSVCR70.dll+4312 (unknown)
(unknown)(0): MSVCR70.dll+4312 (unknown)
(unknown)(0): MSVCR70.dll+4219 (unknown)
(unknown)(0): MSVCR70.dll+4346 (unknown)
(unknown)(0): core.dll+3848802 (unknown)
(unknown)(0): core.dll+750645 (unknown)
(unknown)(0): Max2w3d.dle+359807 (unknown)
(unknown)(0): Max2w3d.dle+227807 (unknown)
(unknown)(0): Max2w3d.dle+232637 (unknown)
(unknown)(0): USER32.dll+172732 (unknown)
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(unknown)(0): USER32.dll+96464 (unknown)
(unknown)(0): USER32.dll+96480 (unknown)
(unknown)(0): ntdll.dll+58451 (unknown)
(unknown)(0): USER32.dll+137507 (unknown)
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Bytes around EIP:

0a207b16 4e 04 89 50 08 6a 7e 51 89 50 0c e8 ca 49 04 00 N.%oP.j~Q%oP.èÊI..
0a207b26 8b f8 8b ce 2b cf 83 c1 14 8b d1 c1 e9 02 33 c0 ø'î+ĭfÁ.ŃÁé.3À
0a207b36 f3 ab 8b ca 83 c4 08 83 e1 03 f3 aa 5f 8b c6 5e ó«'ÊfÄ.fá.óª_ 'Æ^
0a207b46 c2 08 00 cc cc cc cc cc cc cc cc b0 01 c3 cc cc cc
Â..ĭĭĭĭĭĭ°.Ãĭĭĭ
0a207b56 cc cc cc cc cc cc cc cc cc cc b8 05 00 00 00 c3
ĭĭĭĭĭĭĭĭ,....Ã
