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Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Fri, 28 Aug 2009 14:21:48 GMT

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Well, if scripts are crashing your server from SSGM, then you need to debug those scripts. Best solution I can think of is to attach the server.dat to the debugger in visual studio (with the SSGM source code open), wait for the crash, and see what info you can get from that...

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