
Subject: Re: BSOD
Posted by [Omar007](#) on Fri, 28 Aug 2009 17:05:12 GMT
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Well it happened again 2 times. Only from the last time i have a memory.dmp debug. The Game2.exe called this time is from SS

```
memory.dmp debug*****  
*                               *  
*           Bugcheck Analysis           *  
*                               *  
*****
```

KERNEL_MODE_EXCEPTION_NOT_HANDLED (8e)

This is a very common bugcheck. Usually the exception address pinpoints the driver/function that caused the problem. Always note this address as well as the link date of the driver/image that contains this address. Some common problems are exception code 0x80000003. This means a hard coded breakpoint or assertion was hit, but this system was booted /NODEBUG. This is not supposed to happen as developers should never have hardcoded breakpoints in retail code, but ...

If this happens, make sure a debugger gets connected, and the system is booted /DEBUG. This will let us see why this breakpoint is happening.

Arguments:

Arg1: c0000005, The exception code that was not handled
Arg2: bd0cf749, The address that the exception occurred at
Arg3: b35c6aa4, Trap Frame
Arg4: 00000000

Debugging Details:

PEB is paged out (Peb.Ldr = 7ffd800c). Type ".hh dbgerr001" for details
PEB is paged out (Peb.Ldr = 7ffd800c). Type ".hh dbgerr001" for details

EXCEPTION_CODE: (NTSTATUS) 0xc0000005 - The instruction at "0x%08lx" referenced memory at "0x%08lx". The memory could not be "%s".

FAULTING_IP:

```
nv4_disp+b6749  
bd0cf749 8b89e0000000  mov  ecx,dword ptr [ecx+0E0h]
```

TRAP_FRAME: b35c6aa4 -- (.trap 0xfffffff35c6aa4)

```
ErrCode = 00000000  
eax=e278fbc0 ebx=4008bb00 ecx=4008be23 edx=e28b6a80 esi=ea6afe80 edi=bd57fab0  
eip=bd0cf749 esp=b35c6b18 ebp=e28b6ec0 iopl=0      nv up ei pl nz na po nc  
cs=0008  ss=0010  ds=0023  es=0023  fs=0030  gs=0000             efl=00010202
```

nv4_disp+0xb6749:
bd0cf749 8b89e0000000 mov ecx,dword ptr [ecx+0E0h] ds:0023:4008bf03=?????????
Resetting default scope

DEFAULT_BUCKET_ID: DRIVER_FAULT

BUGCHECK_STR: 0x8E

PROCESS_NAME: Game2.exe

LAST_CONTROL_TRANSFER: from 804fe827 to 804f9f43

STACK_TEXT:

b35c666c 804fe827 0000008e c0000005 bd0cf749 nt!KeBugCheckEx+0x1b
b35c6a34 80542095 b35c6a50 00000000 b35c6aa4 nt!KiDispatchException+0x3b1
b35c6a9c 80542046 e28b6ec0 bd0cf749 badb0d00 nt!CommonDispatchException+0x4d
b35c6abc bf85a17d 8aa88038 80002000 b35c6b1c nt!Kei386EoiHelper+0x18a
e28b6ec0 00000000 4008baff 00000000 43d00000 win32k!EngDeviceIoControl+0x1f

STACK_COMMAND: kb

FOLLOWUP_IP:

nv4_disp+b6749
bd0cf749 8b89e0000000 mov ecx,dword ptr [ecx+0E0h]

SYMBOL_STACK_INDEX: 0

SYMBOL_NAME: nv4_disp+b6749

FOLLOWUP_NAME: MachineOwner

MODULE_NAME: nv4_disp

IMAGE_NAME: nv4_disp.dll

DEBUG_FLR_IMAGE_TIMESTAMP: 4a2fc14b

FAILURE_BUCKET_ID: 0x8E_nv4_disp+b6749

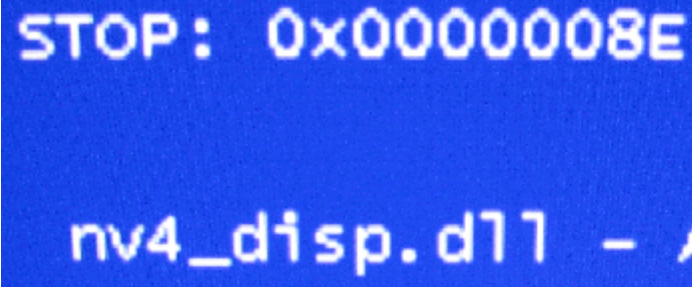
BUCKET_ID: 0x8E_nv4_disp+b6749

Followup: MachineOwner

I have a screenie of the BSOD below. From the second and first time
BSOD's

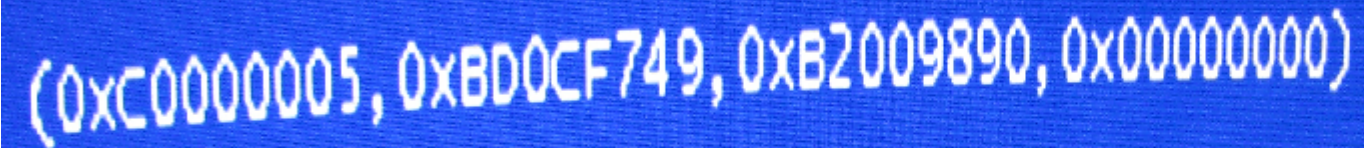
File Attachments

1) [error.png](#), downloaded 722 times



```
STOP: 0x0000008E  
  
nv4_disp.dll - A
```

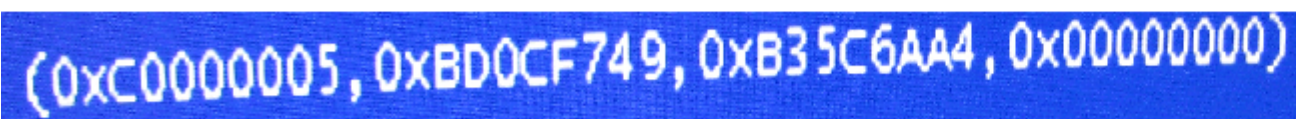
Both have this



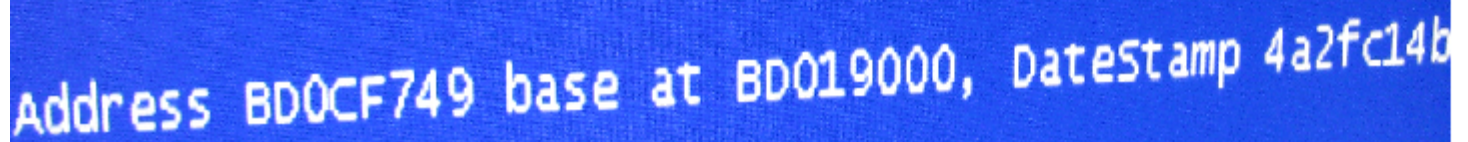
```
(0xC0000005, 0xBD0CF749, 0xB2009890, 0x00000000)
```



```
Address BD0CF749 base at BD019000, DateStamp 4a2fc14b
```



```
(0xC0000005, 0xBD0CF749, 0xB35C6AA4, 0x00000000)
```



```
Address BD0CF749 base at BD019000, DateStamp 4a2fc14b
```

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