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Subject: Server crash at the end of a map  
Posted by [\[KH\]LordOfDeath](#) on Fri, 30 Apr 2010 17:13:53 GMT  
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hi,  
I've rent a ren server from BlackIntel  
after i put LuaPlaugin.dll in the Plugin section on ssgm.ini  
the server crash after each ended map

all versions crash the server except for version 1

i can't understand the crashdump file  
maybe someone of you can

EDIT:  
[Version]  
SSGM=2.0.2  
Scripts=3.4.1  
BHS=3.4

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#### File Attachments

1) [crashdump16.txt](#), downloaded 403 times

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