
Subject: Re: Update_PT_Data
Posted by [Omar007](#) on Fri, 13 Aug 2010 10:27:38 GMT
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It still crashes, only now after a delay

I used VC to debug on the client and when it crashes i get the following message
Game.exe has triggered a breakpoint
Then when I click break and view assembly it shows an arrow at this line
7599194B int 3

Callstack

-> KernelBase.dll!7599194b()
[Frames below may be incorrect and/or missing, no symbols loaded for KernelBase.dll]
bhs.dll!4502b327()
bhs.dll!4500a0bb()
Game.exe!0046e874()
Game.exe!0061a555()
Game.exe!00457df3()
Game.exe!00403615()
Game.exe!00437091()
Game.exe!0043b932()
Game.exe!0043ba4b()
Game.exe!0043d539()
setupapi.dll!7720f85d()
setupapi.dll!7720f89d()

Autos
EDI 00000000
