

---

Subject: Re: TeamSpeak Overlay TT4.0  
Posted by [jonwil](#) on Fri, 02 Mar 2012 17:14:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I helped debug this earlier and the crash-dump I received was a failure in the direct3d dlls at the time of device creation. Best guess based on what I saw is that it is some sort of issue with the way the team-speak overlay does things (similar to issues we have had in the past with overlays like x-fire)

Saberhawk might be able to tell more from the dump I have but I doubt it.

---