
Subject: Re: Keep Getting Error & Crashing
Posted by [StealthEye](#) on Wed, 13 Jun 2012 18:49:24 GMT
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"Virtual function call" is a very generic error message. It could be related to anything, not necessarily graphics. I just had a quick look at the crashdumps, and they crashed in mss32.dll, which means that it is audio related. I can't tell from this quick analysis what exactly was the cause, but try checking/changing your audio settings.
