
Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by [iRANian](#) on Sat, 14 Jul 2012 16:22:10 GMT
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Uploaded v4, it fixes a crashing bug that I debugged based on a crashdump that Anomiski provided. I don't know how to reproduce the crash itself but I do know it crashed because I didn't handle a null pointer.
