Subject: Re: Server Crashdump
Posted by StealthEye on Sun, 29 Jul 2012 22:11:20 GMT

Some of the crashdumps are related to the server cConnection becoming NULL. This should not be possible unless the server was somehow requested to exit (and then it should still not become NULL in the place where it happened in the crashdump, so it seems something mistakenly writes to that location).

Most of the crashdumps are in what seems to be a custom version of scripts.dll, so I cannot debug those. Are you indeed running a custom scripts.dll, and do you have the corresponding .pdb to debug it?