
Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Mon, 30 Jul 2012 11:48:11 GMT
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There are various ways how custom code could affect this:

- It could write to an invalid memory location due to an error, which coincidentally always happens to be the server's cConnection.
- It could crash in TT scripts.dll code, but because you have a custom version I cannot see where and therefore cannot debug it properly.
- It could do something wrong elsewhere, but only crash when executing some scripts.dll code. For example, if The_Game() is corrupted somehow and you call The_Game()->blah in your scripts, then it would crash in your code even if your code is not the cause. Knowing where it crashed in your code would help to debug it, however.
- There could be two issues, one in your code (half of the crashdumps) and one in the TT connection stuff (other half of the crashdumps).

Either way, it's hard to tell for me because I don't have your scripts.pdb.
