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Subject: Re: Crash in tt.dll

Posted by [Xpert](#) on Mon, 30 Jul 2012 21:57:37 GMT

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StealthEye wrote on Mon, 30 July 2012 10:28 This is very weird, it ended up calling a dtor for an object while still running its ctor. Unless you hook Set\_Object\_Dirty\_Bits in some plugin or something, I can't see how this happened.

I never used that in any of my code. I wouldn't know how to use Set\_Object\_Dirty\_Bits lol

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