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Subject: Re: server crash dump

Posted by [Xpert](#) on Thu, 16 Aug 2012 23:52:03 GMT

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StealthEye wrote on Thu, 16 August 2012 18:49Well, to give another hint then, because that reveals that this crash was actually in scripts.dll: if you go to the call stack and find that the first (few) entries are in microsoft dlls, then right click those entries (topmost one first) and select "Load Symbols From" -> "Microsoft Symbol Servers". This loads the .pdb, so that the call stack below it becomes more accurate.

In these crashdumps, it crashed in memmove which was called from a scripts.dll function. Before loading the symbols, scripts.dll does not show up on the call stack.

This part I never knew. Thank you!

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