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Subject: Crashdump files

Posted by [wittebolx](#) on Tue, 31 Jul 2007 21:12:44 GMT

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can someone explain me why my server crashes randomly?

thx for looking in to it..

#### File Attachments

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1) [crashdump108.txt](#), downloaded 307 times

2) [crashdump110.txt](#), downloaded 286 times

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Subject: Re: Crashdump files

Posted by [Sn1per74\\*](#) on Tue, 31 Jul 2007 23:12:59 GMT

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Are you using LUA? I was, and it was crashing randomly too. Then I switched to C++ and it worked fine.

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Subject: Re: Crashdump files

Posted by [wittebolx](#) on Wed, 01 Aug 2007 00:50:10 GMT

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read the crashdump....

it isnt lua

its server.dat and biatch.dll that gives the problem, i never had problems with lua.

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Subject: Re: Crashdump files

Posted by [Cat998](#) on Thu, 02 Aug 2007 09:09:04 GMT

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Why do you think it's biatch ?

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Subject: Re: Crashdump files

Posted by [wittebolx](#) on Fri, 03 Aug 2007 21:38:03 GMT

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because i havent got the problem since i deleted biatch, and the crashdump said is was biatch

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Subject: Re: Crashdump files

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Posted by [Cat998](#) on Sat, 04 Aug 2007 13:41:24 GMT

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Oh right, the second crashdump is in biatch.dll, I will give it Stealtheye then

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