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Subject: scripts.dll causes FDS Crash  
Posted by [wittebolx](#) on Thu, 25 Oct 2007 14:52:41 GMT  
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hey guys, server keep booting randomly.  
can you take a look at the crashdump and tell me what the problem is.  
thx

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#### File Attachments

1) [Crashdump error in scriptsDLL.txt](#), downloaded 258 times

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [wittebolx](#) on Fri, 26 Oct 2007 16:41:32 GMT  
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nice to see that the "official" renegade forums, dont give a reply.....

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [Nightma12](#) on Fri, 26 Oct 2007 17:53:34 GMT  
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Quote:Exception occurred at 0x110017F4 .text:0x110017F4 (SCRIPTS.DLL)  
The Renegade FDS tried to read from address 0x00000000 (No Owner)

What scripts are you runnung? is that ssgm?

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [danpaul88](#) on Fri, 26 Oct 2007 19:26:19 GMT  
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Reading from address 0x00000000 = null pointer. If you are using a version of scripts.dll you have modified yourself ensure your pointers are all actually pointing to something before trying to use them.

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [wittebolx](#) on Fri, 26 Oct 2007 23:04:23 GMT  
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using SSGM 2.0.2  
and i did NOT edit the scripts.dll file

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [Sn1per74\\*](#) on Sat, 27 Oct 2007 01:11:56 GMT  
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That's odd that you didn't edit the scripts.dll file yet it's still causing a crash...

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [Whitedragon](#) on Sat, 27 Oct 2007 01:23:58 GMT  
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It's crashing while getting the translated preset name of some object. Can I see your LUA file?  
You might be using a bad preset somewhere.

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Subject: Re: scripts.dll causes FDS Crash  
Posted by [wittebolx](#) on Wed, 12 Dec 2007 03:09:59 GMT  
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if i knew what lua file..  
lua works with multiple files.  
ive got almost all weapons, vehicles, characters and many other things in seperate lua files, to  
browse them all would take a very long time..  
maybe if you have a spare minute, add me on msn: [wittebolx@wittebolx.com](mailto:wittebolx@wittebolx.com)  
so we can chat on there, i hate to upload my complete Lua to a Forum.

thx for helping

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