Subject: got EXCEPTION_ACCESS_VIOLATION when I tried to export
Posted by LR01 on Sat, 12 Jul 2008 15:55:23 GMT
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oke, what did I to wrong?

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======================================================================
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EXCEPTION_ACCESS_VIOLATION:
The thread tried to read from or write to a virtual
address for which it does not have the appropriate access.
Access address 0x00000000 was written to.

Exception occured at
0a207b36 Max2w3d.dle+0x17b36.

Version: release

EAX:0x00000000 EBX:0x00000000 ECX:0x0670ec41
EDX:0x19c3b104 ESI:0x19c3b0f0 EDI:0x00000000
EIP:0x0a207b36 ESP:0x0012c924 EBP:0x0012ca68
Flags:%00000000001000010000001001000110
CS:0x001b DS:0x0023 SS:0x0023
ES:0x0023 FS:0x003b GS:0x0000

CW:%0000001001111111
SW:%0000000000100000
TW:%1111111111111111
ErrOfs:     0x00338365 ErrSel:  0x015c001b
DataOfs:    0x0012c820 DataSel: 0xffff0023
Cr0NpxState: 0x00000000
ST(0) 0000000000000000000 0.000000
ST(1) 0000000000000000000 0.000000
ST(2) 0000000000000000000 0.000000
ST(3) 000000000000080ff3f 1.000000
ST(4) 0000000000000000000 0.000000
ST(5) 0000000000000000000 0.000000
ST(6) 0000000000000000000 0.000000
ST(7) 00000000000a21b102c0 -11.070566

256 addresses:
(unknown)(0): Max2w3d.dle+97078 (unknown)
(unknown)(0): Max2w3d.dle+97312 (unknown)
(unknown)(0): Max2w3d.dle+229973 (unknown)
(unknown)(0): MSVCR70.dll+4588 (unknown)
(unknown)(0): MSVCR70.dll+49019 (unknown)
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(unknown)(0): MSVCR70.dll+4312 (unknown)
(unknown)(0): Max2w3d.dle+231575 (unknown)
(unknown)(0): 3dsmax.exe+169745 (unknown)
(unknown)(0): 3dsmax.exe+204326 (unknown)
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Bytes around EIP:
0a207b16 4e 04 89 50 08 6a 7e 51 89 50 0c e8 ca 49 04 00 N.‰P.j~Q‰P.èÊI..
0a207b26 8b f8 8b ce 2b cf 83 c1 14 8b d1 c1 e9 02 33 c0 ‹ø‹Î+ÏƒÁ.‹ÑÁé.3À
0a207b36 f3 ab 8b ca 83 c4 08 83 e1 03 f3 aa 5f 8b c6 5e ó«‹ÊƒÄ.ƒá.óª_‹Æ^
0a207b46 c2 08 00 cc cc cc cc cc cc cc b0 01 c3 cc cc cc
Â..ÌÌÌÌÌÌ°.ÃÌÌ
0a207b56 cc cc cc cc cc cc cc cc cc cc b8 05 00 00 00 c3
ÌÌÌÌÌÌÌÌÌ¸....Ã

Subject: Re: got EXCEPTION_ACCESS_VIOLATION when I tried to export
Posted by Veyrdite on Mon, 14 Jul 2008 03:45:19 GMT
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Export what? A mod package to mix/pkg? A W3D model?

Subject: Re: got EXCEPTION_ACCESS_VIOLATION when I tried to export
Posted by saberhawk on Mon, 14 Jul 2008 05:17:57 GMT
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LR01 wrote on Sat, 12 July 2008 10:55oke, what did I to wrong?

Nothing really, the exporter didn't like something. No way to find out what it didn't however.

Subject: Re: got EXCEPTION_ACCESS_VIOLATION when I tried to export
Posted by LR01 on Mon, 14 Jul 2008 08:09:41 GMT
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Saberhawk wrote on Mon, 14 July 2008 07:17LR01 wrote on Sat, 12 July 2008 10:55oke, what did I to wrong?

Nothing really, the exporter didn't like something. No way to find out what it didn't however.

mmm, alright then, well thanks for that