Subject: BSOD

Posted by Omar007 on Sat, 15 Aug 2009 11:13:38 GMT

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Well the title seems pretty obvious: I'm having trouble with 'Blue screens of death' on my system.

I'm running XP and VISTA in dualboot (XP primary both 32-bit).

Specs:
Core2Duo E8500
NVidia GeForce 9800GTX+
4GB RAM installed -- 3GB in use by windows
1GB used as Shared Video Memory (because else it's just sitting ducks)

My last BSOD had the 0x0000008E error. PAGE_FAULT_IN_NON_PAGED_AREA
It didn't called a file on the screen but after i debugged my MEMORY.DMP (kernel dump) it seems that my Video Card driver is the problem. I have updated it already a few times since this isnt the first time NV4_DISP.DLL is mentioned in a BSOD.

Weird thing is my brother has the EXACT same PC and doesnt have these BSOD's. I also got games crashing from time to time which he doesn't.

Could it be that my video card is damaged??

Here is also the MEMORY.DMP debug:
MEMORY.DMP Debug

```
*****************************************************************************
*                                                  *
*                  Bugcheck Analysis                 *
*                                                  *
*****************************************************************************

Use !analyze -v to get detailed debugging information.

BugCheck 50, {e6d98008, 0, bd131a79, 1}

*** ERROR: Module load completed but symbols could not be loaded for nv4_disp.dll
*** ERROR: Module load completed but symbols could not be loaded for nv4_mini.sys
PEB is paged out (Peb.Ldr = 7ffdd00c).  Type ".hh dbgerr001" for details
PEB is paged out (Peb.Ldr = 7ffdd00c).  Type ".hh dbgerr001" for details
Probably caused by : nv4_disp.dll ( nv4_disp+118a79 )

Followup: MachineOwner
---------

0: kd> !analyze -v
*****************************************************************************
```

```
              *                                    *
              *             Bugcheck Analysis                   *
              *                                    *
              ********************************************************************
```

PAGE_FAULT_IN_NONPAGED_AREA (50)
Invalid system memory was referenced. This cannot be protected by try-except,
it must be protected by a Probe. Typically the address is just plain bad or it
is pointing at freed memory.
Arguments:
Arg1: e6d98008, memory referenced.
Arg2: 00000000, value 0 = read operation, 1 = write operation.
Arg3: bd131a79, If non-zero, the instruction address which referenced the bad memory
 address.
Arg4: 00000001, (reserved)

Debugging Details:

PEB is paged out (Peb.Ldr = 7ffdd00c). Type ".hh dbgerr001" for details
PEB is paged out (Peb.Ldr = 7ffdd00c). Type ".hh dbgerr001" for details

READ_ADDRESS: e6d98008 Paged pool

FAULTING_IP:
nv4_disp+118a79
bd131a79 83790800   cmp   dword ptr [ecx+8],0

MM_INTERNAL_CODE: 1

IMAGE_NAME: nv4_disp.dll

DEBUG_FLR_IMAGE_TIMESTAMP: 4a2fc14b

MODULE_NAME: nv4_disp

FAULTING_MODULE: bd019000 nv4_disp

DEFAULT_BUCKET_ID: DRIVER_FAULT

BUGCHECK_STR: 0x50

PROCESS_NAME: MassEffect.exe

TRAP_FRAME: b4b05c14 -- (.trap 0xffffffffb4b05c14)
ErrCode = 00000000
eax=00000000 ebx=e6d6e040 ecx=e6d98000 edx=000029fc esi=e22c0cc4 edi=00000001
eip=bd131a79 esp=b4b05c88 ebp=00002a00 iopl=0   nv up ei ng nz na pe nc

cs=0008 ss=0010 ds=0023 es=0023 fs=0030 gs=0000   efl=00010286
nv4_disp+0x118a79:
bd131a79 83790800   cmp   dword ptr [ecx+8],0 ds:0023:e6d98008=????????
Resetting default scope

LAST_CONTROL_TRANSFER: from 8052037a to 804f9f43

STACK_TEXT:
b4b05b94 8052037a 00000050 e6d98008 00000000 nt!KeBugCheckEx+0x1b
b4b05bfc 80544588 00000000 e6d98008 00000000 nt!MmAccessFault+0x9a8
b4b05bfc bd131a79 00000000 e6d98008 00000000 nt!KiTrap0E+0xd0
WARNING: Stack unwind information not available. Following frames may be wrong.
b4b05c98 bd0cebfc 53286849 4ccf940f e8f7e100 nv4_disp+0x118a79
b4b05cbc bd13fbc3 e22c0c80 00000000 e22c0c80 nv4_disp+0xb5bfc
b4b05d08 805459ab b4b05d50 4ccf940f bd138275 nv4_disp+0x126bc3
b4b05d14 bd138275 f1d94000 b4b05d34 e1842a80 nt!KiSwapContext+0x2f
b4b05d38 bd11d960 f1d94000 e23d1a10 e23d1a70 nv4_disp+0x11f275
b4b05d5c bd188b77 bd188a07 e23d1a04 e1843950 nv4_disp+0x104960
b4b05d60 bd188a07 e23d1a04 e1843950 00000001 nv4_disp+0x16fb77
b4b05d70 bd18899b e1843950 e1843950 bd18894f nv4_disp+0x16fa07
b4b05d7c bd18894f e1843970 b7386725 e1843950 nv4_disp+0x16f99b
b4b05d84 b7386725 e1843950 00000000 8850b4b0 nv4_disp+0x16f94f
b4b05dac 805cff70 8a15a3f0 00000000 00000000 nv4_mini+0x2d725
b4b05ddc 805460ee b73866a0 e1843950 00000000 nt!PspSystemThreadStartup+0x34
00000000 00000000 00000000 00000000 00000000 nt!KiThreadStartup+0x16

STACK_COMMAND: kb

FOLLOWUP_IP:
nv4_disp+118a79
bd131a79 83790800   cmp   dword ptr [ecx+8],0

SYMBOL_STACK_INDEX: 3

SYMBOL_NAME: nv4_disp+118a79

FOLLOWUP_NAME: MachineOwner

FAILURE_BUCKET_ID: 0x50_nv4_disp+118a79

BUCKET_ID: 0x50_nv4_disp+118a79

Followup: MachineOwner

It also says MassEffect.exe once but i believe that is because that is the last game i played and

crashed (not BSOD but crashes and asks to send an error report)

Subject: Re: BSOD
Posted by _SSnipe_ on Sat, 15 Aug 2009 19:24:59 GMT
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On Google, a few sites, talked about that error cuased rather by
1)the memory you have is not supported by your xp partition
2)corrupt ram?

but dont make since since you talk about it fucking up on games and video drivers.. idk..im just guessing from what iv read on google, try removing a ram stick and then if happens agian the other and put the first one back or something, worth a shot

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Subject: Re: BSOD
Posted by Omar007 on Sat, 15 Aug 2009 21:09:41 GMT
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SSnipe wrote on Sat, 15 August 2009 21:24On Google, a few sites, talked about that error cuased rather by
1)the memory you have is not supported by your xp partition
2)corrupt ram?

but dont make since since you talk about it fucking up on games and video drivers.. idk..im just guessing from what iv read on google, try removing a ram stick and then if happens agian the other and put the first one back or something, worth a shot
I also did that google search

I tested my RAM already with MemTest -> No Errors found
Could have had bad luck that my memory functioned OK while testing xD

Weird thing is my brother has the exact same stuff installed in his system so all hardware should be compatible with my partition as it all works on his system.

About removing sticks etc, I can't because my waranty will void.

We had to send my brothers PC back once because a cable was damaged (harddrive failure now and then) but they didn't found it :S
I found it afterwards just looking at the symptoms but now i can't find it at my own PC

Subject: Re: BSOD
Posted by danpaul88 on Sun, 16 Aug 2009 08:35:36 GMT
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While the BSOD mentions the display driver it is entirely possible its actually a different driver at fault, or a combination of several drivers that simply don't play nice together. I would suggest checking your chipset drivers against those of your brothers PC to see if they are different versions, if they are try upgrading (or downgrading) yours to match his and see what happens.

Subject: Re: BSOD
Posted by _SSnipe_ on Sun, 16 Aug 2009 08:44:18 GMT
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try cpuz

Subject: Re: BSOD
Posted by HTT-Bird on Sun, 16 Aug 2009 14:11:49 GMT
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Many problems with bluescreens are caused by kernel heap corruption: try using GFlags or Driver Verifier to turn on pageheap and see if that catches the culprit, as nv4_disp is a very reliable driver in and of itself.

Subject: Re: BSOD
Posted by Gen_Blacky on Sun, 16 Aug 2009 15:49:31 GMT
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what does your event viewer say , looks like a video problem

Subject: Re: BSOD
Posted by ErroR on Sun, 16 Aug 2009 19:24:59 GMT
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hmm, no idea, try this

Subject: Re: BSOD
Posted by Omar007 on Mon, 17 Aug 2009 08:33:20 GMT
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ErroR wrote on Sun, 16 August 2009 21:24hmm, no idea, try this
I went to the same page he got the nv4_disp.dll and in the comments i saw more people had a problem of BDOD's with nv4_disp.dll

Their problems seem to have been fixed by replacing it i hope mine does too. Thanks for this

movie

Gen_Blacky wrote on Sun, 16 August 2009 17:49what does your event viewer say , looks like a video problem
My event viewer doesn't say a thing. I think because the BSOD's show before XP is really booted.

danpaul88 wrote on Sun, 16 August 2009 10:35While the BSOD mentions the display driver it is entirely possible its actually a different driver at fault, or a combination of several drivers that simply don't play nice together. I would suggest checking your chipset drivers against those of your brothers PC to see if they are different versions, if they are try upgrading (or downgrading) yours to match his and see what happens.
Our chipset is the same. The only difference is our BIOS. He still has a 1 earlier version (0803). I now updated from 0803 to 1001 (just 1 update, there aren't any patches between 0803 and 1001)

Subject: Re: BSOD
Posted by Gen_Blacky on Fri, 21 Aug 2009 03:33:24 GMT
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still have problems ?

Subject: Re: BSOD
Posted by Omar007 on Fri, 21 Aug 2009 08:35:16 GMT
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Gen_Blacky wrote on Fri, 21 August 2009 05:33still have problems ?
Well it seems all OK. I have to say though that i didn't played the games that would crash before long enough yet xD

At least i didn't get a BSOD while booting up yet so that's nice already

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Subject: Re: BSOD
Posted by Gen_Blacky on Sat, 22 Aug 2009 01:17:51 GMT
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if you still have problems try uninstalling your video driver and download the latest video driver from nvidia. I like using this tool to remove video drivers but it cost money
http://www.drivercleaner.net/index.php

Subject: Re: BSOD
Posted by Omar007 on Sat, 22 Aug 2009 17:53:25 GMT
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Gen_Blacky wrote on Sat, 22 August 2009 03:17if you still have problems try uninstalling your video driver and download the latest video driver from nvidia. I like using this tool to remove video drivers but it cost money http://www.drivercleaner.net/index.php
Did that over 100 times already xD

So if i do get BSOD's again that won't help i guess
Didn't helped the 100 times before...

Subject: Re: BSOD
Posted by Omar007 on Fri, 28 Aug 2009 17:05:12 GMT
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Well it happened again 2 times. Only from the last time i have a memory.dmp debug. The Game2.exe called this time is from SS

memory.dmp debug***
*   *
*   Bugcheck Analysis   *
*   *
****

KERNEL_MODE_EXCEPTION_NOT_HANDLED (8e)
This is a very common bugcheck. Usually the exception address pinpoints
the driver/function that caused the problem. Always note this address
as well as the link date of the driver/image that contains this address.
Some common problems are exception code 0x80000003. This means a hard
coded breakpoint or assertion was hit, but this system was booted
/NODEBUG. This is not supposed to happen as developers should never have
hardcoded breakpoints in retail code, but ...
If this happens, make sure a debugger gets connected, and the
system is booted /DEBUG. This will let us see why this breakpoint is
happening.
Arguments:
Arg1: c0000005, The exception code that was not handled
Arg2: bd0cf749, The address that the exception occurred at
Arg3: b35c6aa4, Trap Frame
Arg4: 00000000

Debugging Details:

PEB is paged out (Peb.Ldr = 7ffd800c). Type ".hh dbgerr001" for details
PEB is paged out (Peb.Ldr = 7ffd800c). Type ".hh dbgerr001" for details

EXCEPTION_CODE: (NTSTATUS) 0xc0000005 - The instruction at "0x%08lx" referenced memory at "0x%08lx". The memory could not be "%s".

FAULTING_IP:
nv4_disp+b6749
bd0cf749 8b89e0000000   mov   ecx,dword ptr [ecx+0E0h]

TRAP_FRAME: b35c6aa4 -- (.trap 0xfffffffffb35c6aa4)
ErrCode = 00000000
eax=e278fbc0 ebx=4008bb00 ecx=4008be23 edx=e28b6a80 esi=ea6afe80 edi=bd57fab0
eip=bd0cf749 esp=b35c6b18 ebp=e28b6ec0 iopl=0   nv up ei pl nz na po nc
cs=0008 ss=0010 ds=0023 es=0023 fs=0030 gs=0000   efl=00010202
nv4_disp+0xb6749:
bd0cf749 8b89e0000000   mov   ecx,dword ptr [ecx+0E0h] ds:0023:4008bf03=????????
Resetting default scope

DEFAULT_BUCKET_ID: DRIVER_FAULT

BUGCHECK_STR: 0x8E

PROCESS_NAME: Game2.exe

LAST_CONTROL_TRANSFER: from 804fe827 to 804f9f43

STACK_TEXT:
b35c666c 804fe827 0000008e c0000005 bd0cf749 nt!KeBugCheckEx+0x1b
b35c6a34 80542095 b35c6a50 00000000 b35c6aa4 nt!KiDispatchException+0x3b1
b35c6a9c 80542046 e28b6ec0 bd0cf749 badb0d00 nt!CommonDispatchException+0x4d
b35c6abc bf85a17d 8aa88038 80002000 b35c6b1c nt!Kei386EoiHelper+0x18a
e28b6ec0 00000000 4008baff 00000000 43d00000 win32k!EngDeviceIoControl+0x1f

STACK_COMMAND: kb

FOLLOWUP_IP:
nv4_disp+b6749
bd0cf749 8b89e0000000   mov   ecx,dword ptr [ecx+0E0h]

SYMBOL_STACK_INDEX: 0

SYMBOL_NAME: nv4_disp+b6749

FOLLOWUP_NAME: MachineOwner

MODULE_NAME: nv4_disp

IMAGE_NAME: nv4_disp.dll

DEBUG_FLR_IMAGE_TIMESTAMP: 4a2fc14b

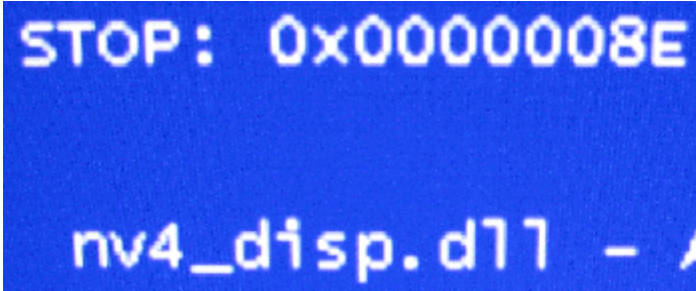FAILURE_BUCKET_ID: 0x8E_nv4_disp+b6749

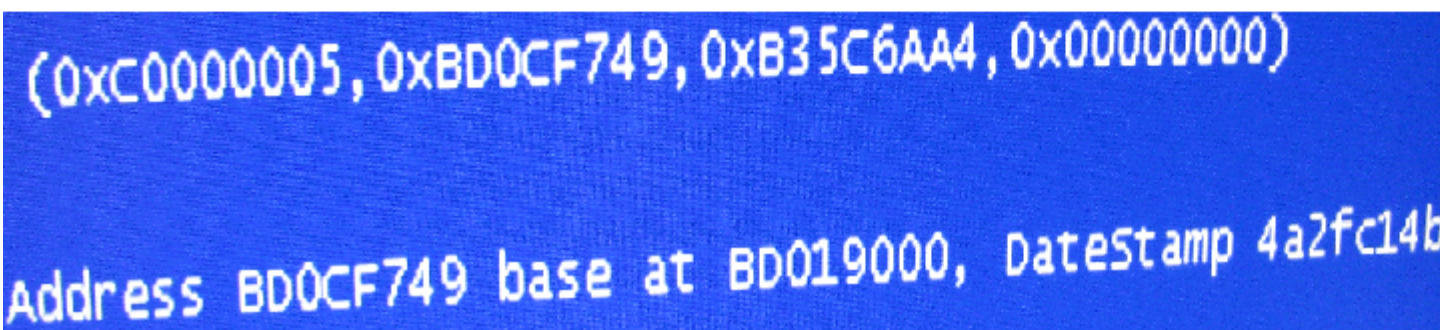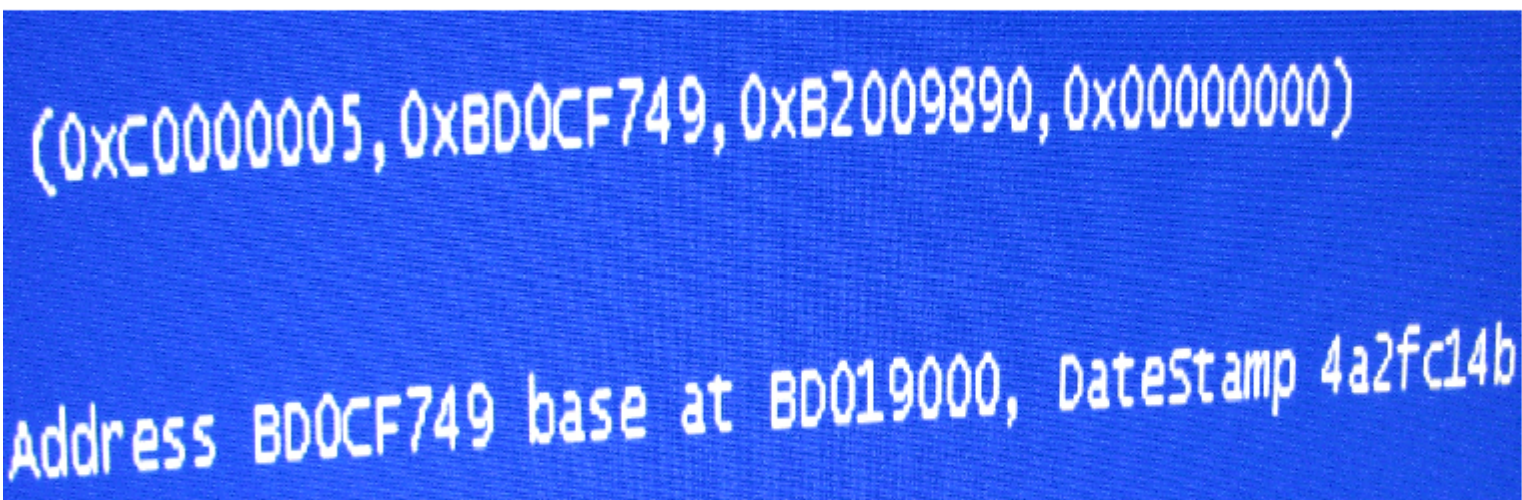BUCKET_ID: 0x8E_nv4_disp+b6749

Followup: MachineOwner

I have a screenie of the BSOD below. From the second and first time
BSOD's

File Attachments
1) error.png, downloaded 614 times

STOP: 0x0000008E

Both have this

nv4_disp.dll -

(0xC0000005, 0xBD0CF749, 0xB2009890, 0x00000000)

Address BD0CF749 base at BD019000, DateStamp 4a2fc14b

(0xC0000005, 0xBD0CF749, 0xB35C6AA4, 0x00000000)

Sec

The

Address BD0CF749 base at BD019000, DateStamp 4a2fc14b

Subject: Re: BSOD
Posted by Iran on Mon, 05 Oct 2009 23:34:56 GMT

Install GNU/Linux.

Subject: Re: BSOD
Posted by Omar007 on Tue, 06 Oct 2009 14:11:43 GMT

If i wanted GNU/Linux i would have taken it in the first place >.>