Subject: Re: scripts.dll 2.3 is out
Posted by =HT=T-Bird on Sat, 04 Feb 2006 13:06:52 GMT
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jonwil wrote on Sat, 04 February 2006 06:41Both that last crash and the other one seem to be the same thing.
Are the servers that they happen on running SSAOW?
I havent been able to reproduce this problem yet but it might be because I am playing on servers that dont trigger whatever event causes this crash (its happening when the server sends some command to the client which doesnt match with what the client is expecting & as such, it crashes)

Can someone who can reproduce it please try this bhs.dll and then play and do whatever makes it crash.
Then, upload both the crashdump.txt and the data.log files to here so I can take a look at them (the data.log just logs whatever the server sends to the client so I should be able to see the bad data hopefully.

Am I getting the same crash as the last one, or is my crash a different issue?