Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by dr3w2 on Sat, 31 Jan 2009 16:52:11 GMT

Soo far all i can seem to find in my own testing and debugging is errors upon memory cleanup on a few commands. I've even commented out those commands just for testing and the problem still seems to arise in some other part of the shaders.dll / renegade / bhs. The debugging on the error is all in ASM so that is not quite to my level yet, but the parts that i did comment out which were throwing off errors were safe_delete in saberhawks hud item classes as well as my own classes. Even with all that commented out the error still persisted, somewhere there is a line trying to cleanup some memory and the memory isn't accessible.