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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:

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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 0xfffffff35c6aa4)

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

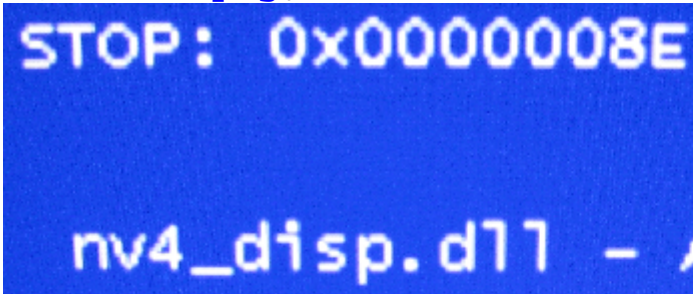
Followup: MachineOwner

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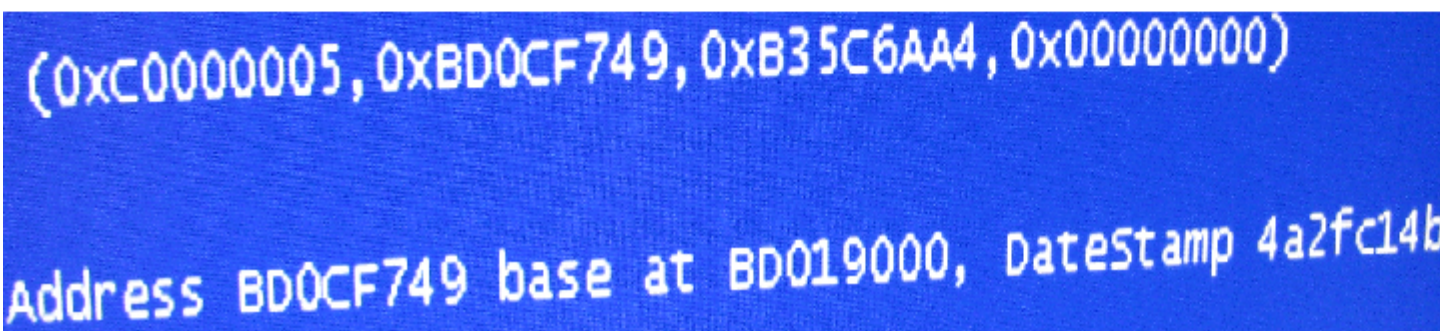
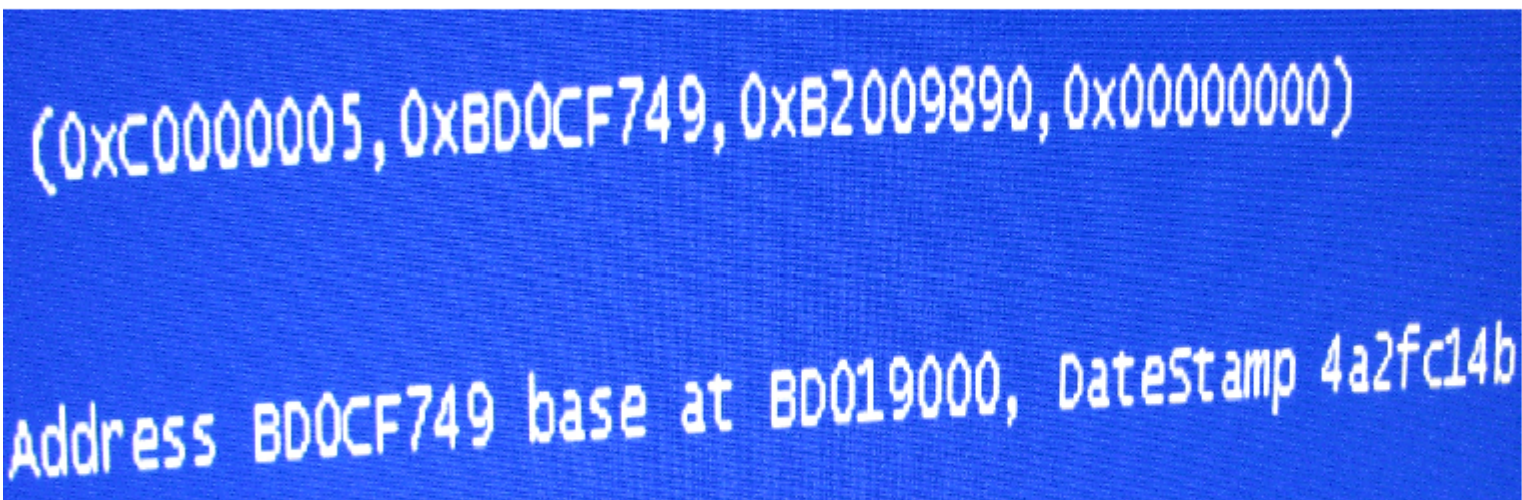
I have a screenie of the BSOD below. From the second and first time  
BSOD's

## File Attachments

1) [error.png](#), downloaded 389 times



Both have this



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