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 0xffffffffb35c6aa4)
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
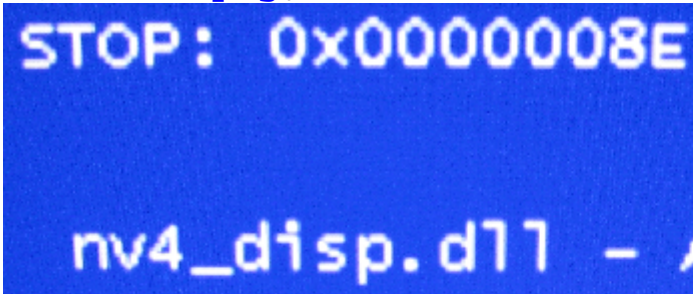
FAILURE_BUCKET_ID: 0x8E_nv4_disp+b6749

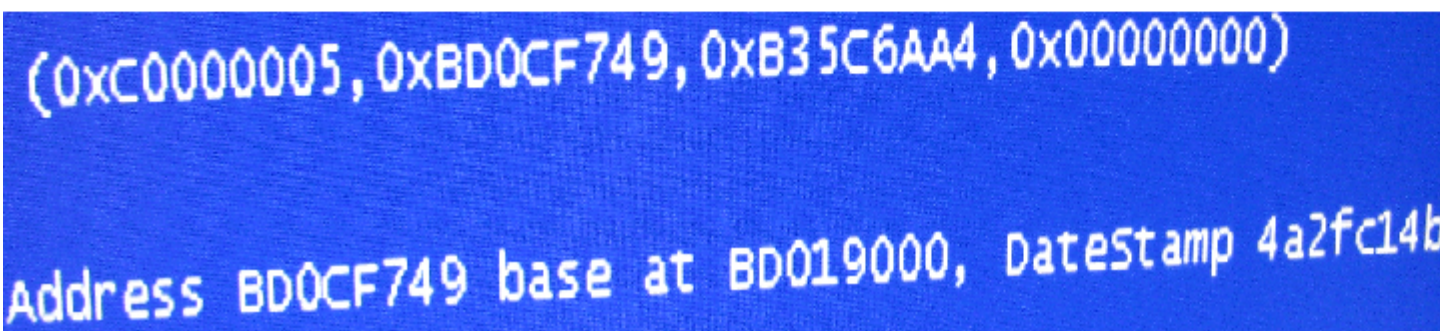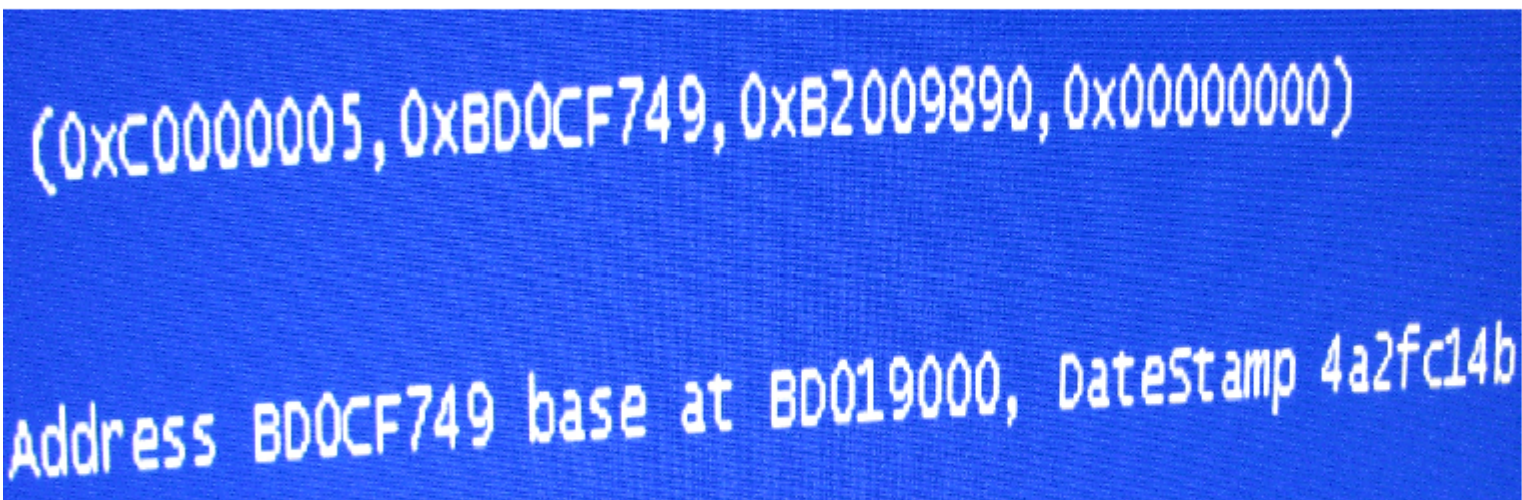BUCKET_ID: 0x8E_nv4_disp+b6749

Followup: MachineOwner

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

File Attachments

1) error.png, downloaded 387 times

STOP: 0x0000008E

nv4_disp.dll – A

Both have this

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

Address BD0CF749 base at BD019000, DateStamp 4a2fc14b

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

Address BD0CF749 base at BD019000, DateStamp 4a2fc14b

Sec

The