

---

Subject: Server crashed  
Posted by [Distrbd21](#) on Sun, 22 Jul 2012 03:30:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

IDK whats crashing it.

#### File Attachments

---

1) [crashdump.20120722-024627-r4914-n1.dmp](#), downloaded 351 times

---

---

Subject: Re: Server crashed  
Posted by [StealthEye](#) on Mon, 30 Jul 2012 15:07:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It crashes in the RestoreWeaponsCharacterOnJoin.dll plugin while processing its gameover hook.

I cannot debug it further without the plugin's .pdb. (And it's probably one for the plugin author to fix anyway.)

---

---

Subject: Re: Server crashed  
Posted by [iRANian](#) on Mon, 30 Jul 2012 17:40:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My Visual Studio is refusing to load symbols for the DLL in your crashdump, it's only loading the symbols for 1/3rd of the plugins that you have installed that I also have the symbols for for some reason so I can't help with this.

---

---

Subject: Re: Server crashed  
Posted by [Distrbd21](#) on Tue, 31 Jul 2012 14:33:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I will get you a crash dump of just the one dll.

edit my test server is up and unlocked with the same settings as my aow but just with game spy support and restore weapons.

DarkSide Gaming Test: is the server name.

---