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Subject: Re: To anyone who has been having scripts.dll 2.1.2 issues

Posted by =HT=T-Bird on Sat, 16 Jul 2005 11:45:28 GMT

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I got this type of crash a few times too, and I have some info:

The crash is random from my view (I might try to re-duplicate it in a debugger if I can get symbols). It occurs in the Ren client. Known maps that crash are Under and FieldTS (but only in PistolServ AFAIK). I am using the No-CD crack from the HT website and the CRC32 for my Ren exe is bf0ca7ef.

Starting profile on 7/16/2005 at 6:26:20 AM

Operating System: Microsoft Windows XP Personal (32-bit), version 5.01.2600 Service Pack 2

Program Executable: c:\program files\westwood interactive\renegade\GAME2.EXE

Program Arguments:

Starting Directory: C:\Program Files\Westwood Interactive\Renegade\

Search Path: C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;C:\Program Files\Common Files\GTK\2.0\bin;c:\program files\icarus verilog\bin;C:\Program Files\nmap\nmap-3.81;

Options Selected:

Automatically open and profile child processes.

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Started "GAME2.EXE" (process 0x7D4) at address 0x00400000.

Loaded "NTDLL.DLL" at address 0x7C900000.

Loaded "KERNEL32.DLL" at address 0x7C800000.

Loaded "MSS32.DLL" at address 0x21100000.

Loaded "USER32.DLL" at address 0x77D40000.

Loaded "GDI32.DLL" at address 0x77F10000.

Loaded "WINMM.DLL" at address 0x76B40000.

Loaded "ADVAPI32.DLL" at address 0x77DD0000.

Loaded "RPCRT4.DLL" at address 0x77E70000.

Loaded "OLE32.DLL" at address 0x774E0000.

Loaded "MSVCRT.DLL" at address 0x77C10000.

Loaded "AVIFIL32.DLL" at address 0x73B50000.

Loaded "MSACM32.DLL" at address 0x77BE0000.

Loaded "MSVFW32.DLL" at address 0x75A70000.

Loaded "SHELL32.DLL" at address 0x7C9C0000.

Loaded "SHLWAPI.DLL" at address 0x77F60000.

Loaded "COMCTL32.DLL" at address 0x5D090000.

Loaded "WSOCK32.DLL" at address 0x71AD0000.

Loaded "WS2\_32.DLL" at address 0x71AB0000.

Loaded "WS2HELP.DLL" at address 0x71AA0000.

Loaded "VERSION.DLL" at address 0x77C00000.

Loaded "BINKW32.DLL" at address 0x30000000.

Loaded "BANDTEST.DLL" at address 0x10000000.

Loaded "IMM32.DLL" at address 0x76390000.  
Entrypoint reached. All implicit modules have been loaded.  
Loaded "SERWVDRV.DLL" at address 0x5CD70000.  
Loaded "UMDMXFRM.DLL" at address 0x5B0A0000.  
Loaded "SYNCOR11.DLL" at address 0x6BD00000.  
Loaded "CTWDM32.DLL" at address 0x6BE00000.  
Unloaded "CTWDM32.DLL" at address 0x6BE00000.  
Loaded "COMCTL32.DLL" at address 0x773D0000.  
Loaded "UXTHEME.DLL" at address 0x5AD70000.  
Loaded "GAMECAMDLL.DLL" at address 0x52000000.  
Loaded "MSVCR70.DLL" at address 0x7C000000.  
Loaded "DSOUND.DLL" at address 0x73F10000.  
Loaded "OLEAUT32.DLL" at address 0x77120000.  
Loaded "D3D9.DLL" at address 0x4FDD0000.  
Loaded "D3D8THK.DLL" at address 0x6D990000.  
Loaded "D3D8.DLL" at address 0x6D9A0000.  
Loaded "DDRAW.DLL" at address 0x73760000.  
Loaded "DCIMAN32.DLL" at address 0x73BC0000.  
Loaded "DINPUT.DLL" at address 0x72280000.  
Loaded "DINPUT8.DLL" at address 0x6CE10000.  
Loaded "HID.DLL" at address 0x688F0000.  
Loaded "SETUPAPI.DLL" at address 0x77920000.  
Loaded "WINTRUST.DLL" at address 0x76C30000.  
Loaded "CRYPT32.DLL" at address 0x77A80000.  
Loaded "MSASN1.DLL" at address 0x77B20000.  
Loaded "IMAGEHLP.DLL" at address 0x76C90000.  
Loaded "OPENGL32.DLL" at address 0x5ED00000.  
Loaded "GLU32.DLL" at address 0x68B20000.  
Loaded "XFIRE\_TOUCAN\_13734.DLL" at address 0x00F70000.  
Loaded "MSVCR71.DLL" at address 0x7C340000.  
Loaded "MP3DEC.ASI" at address 0x26F00000.  
Loaded "MSSA3D.M3D" at address 0x22100000.  
Loaded "MSSDOLBY.M3D" at address 0x22700000.  
Loaded "MSSDS3DH.M3D" at address 0x22400000.  
Loaded "MSSEAX.M3D" at address 0x22500000.  
Loaded "MSSEAX2.M3D" at address 0x22C00000.  
Loaded "MSSFAST.M3D" at address 0x22600000.  
Loaded "WDMAUD.DRV" at address 0x72D20000.  
Loaded "CTWDM32.DLL" at address 0x6BE00000.  
Unloaded "CTWDM32.DLL" at address 0x6BE00000.  
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Loaded "CTWDM32.DLL" at address 0x6BE00000.  
Unloaded "CTWDM32.DLL" at address 0x6BE00000.  
Loaded "MSACM32.DRV" at address 0x72D10000.  
Loaded "MIDIMAP.DLL" at address 0x77BD0000.  
Loaded "KSUSER.DLL" at address 0x73EE0000.  
Loaded "A3D.DLL" at address 0x014F0000.  
Loaded "SECUR32.DLL" at address 0x77FE0000.  
Unloaded "A3D.DLL" at address 0x014F0000.  
Loaded "A3D.DLL" at address 0x014F0000.  
Unloaded "A3D.DLL" at address 0x014F0000.  
Loaded "RSAENH.DLL" at address 0x0FFD0000.  
Loaded "USERENV.DLL" at address 0x769C0000.  
Loaded "NETAPI32.DLL" at address 0x5B860000.  
Loaded "MPG4C32.DLL" at address 0x1C200000.  
Loaded "LGMSGHK.DLL" at address 0x01590000.  
Loaded "MSVCP60.DLL" at address 0x76080000.  
Loaded "SCRIPTS.DLL" at address 0x079B0000.  
Loaded "BHS.DLL" at address 0x07A70000.  
Loaded "SCRIPTS2.DLL" at address 0x07AB0000.  
Loaded "MSWSOCK.DLL" at address 0x71A50000.  
Loaded "DNSAPI.DLL" at address 0x76F20000.  
Loaded "WINRNR.DLL" at address 0x76FB0000.  
Loaded "WLDAP32.DLL" at address 0x76F60000.  
Loaded "RASADHLP.DLL" at address 0x76FC0000.  
Unloaded "MPG4C32.DLL" at address 0x1C200000.  
Loaded "MPG4C32.DLL" at address 0x1C200000.  
Loaded "CLBCATQ.DLL" at address 0x76FD0000.  
Loaded "COMRES.DLL" at address 0x77050000.  
Loaded "WOLAPI.DLL" at address 0x21000000.  
Loaded "SNMPAPI.DLL" at address 0x71F60000.  
Loaded "XFIRE\_LSP\_10650.DLL" at address 0x0DF30000.  
Loaded "HNETCFG.DLL" at address 0x662B0000.  
Loaded "WSHTCPIP.DLL" at address 0x71A90000.  
Loaded "ICMP.DLL" at address 0x74290000.  
Loaded "IPHLPAPI.DLL" at address 0x76D60000.  
Unloaded "ICMP.DLL" at address 0x74290000.  
Loaded "INETMIB1.DLL" at address 0x666F0000.  
Loaded "MPRAPI.DLL" at address 0x76D40000.  
Loaded "ACTIVEDS.DLL" at address 0x77CC0000.  
Loaded "ADSLDPC.DLL" at address 0x76E10000.  
Loaded "ATL.DLL" at address 0x76B20000.  
Loaded "RTUTILS.DLL" at address 0x76E80000.  
Loaded "SAMLIB.DLL" at address 0x71BF0000.  
Unloaded "INETMIB1.DLL" at address 0x666F0000.  
Unloaded "SCRIPTS.DLL" at address 0x079B0000.  
Unloaded "SCRIPTS2.DLL" at address 0x07AB0000.  
Loaded "DBGHELP.DLL" at address 0x59A60000.  
Unloaded "MP3DEC.ASI" at address 0x26F00000.

Unloaded "MSSA3D.M3D" at address 0x22100000.  
Unloaded "MSSDOLBY.M3D" at address 0x22700000.  
Unloaded "MSSDS3DH.M3D" at address 0x22400000.  
Unloaded "MSSEAX.M3D" at address 0x22500000.  
Unloaded "MSSEAX2.M3D" at address 0x22C00000.  
Unloaded "MSSFAST.M3D" at address 0x22600000.  
Second chance exception 0xC0000005 (Access Violation) occurred in "GAME2.EXE" at address 0x005EE724.  
Exited "GAME2.EXE" (process 0x7D4) with code -1073741819 (0xC0000005).

I also have a hand-disassembly of the faulting code from Oblivion165's \_except.txt:

```
8a 4c 38 04    mov cl, [eax+edi+4]
89 4c 24 18    mov [esp+24], cl
8d 4d 18      lea ecx, [ebp+24]
8b 6c 24 18    mov ebp, [esp+24]
d3           ret
e5 40        in eax, 64
8b cd        mov ecx,ebp
8b 6c 24 14    mov ebp, [esp+20]
89 4d 00      mov [ebp], ecx
b9 4d 18 00 00 00 mov ecx, 18
```

## File Attachments

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1) [\\_except.txt](#), downloaded 128 times

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