
Subject: single player crashes with the scripts.dll
Posted by [jonwil](#) on Thu, 04 Jan 2007 00:53:28 GMT
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I am looking for information on the single player crashes people are reporting with the scripts.dll.

In order for a crash to be usefull for diagnosis, you need to be running stock unmodified scripts.dll 3.1. NOT 3.0 or 2.9.2 or a modified version or whatever else.

I need people who are experiencing the crash using 3.1 to provide the following:

Any crashdump.txt generated when the crash happens

Exactly what was happening at the time it crashed

Information on the crash (is it reproducible? Does it always happen in the same place? Is there some specific event that triggers it? etc)

Any relavent data files (for example, if its crashing when reloading a saved game file, I need the exact saved game file thats crashing)

Only crashes occuring with scripts.dll 3.1 will be looked into.
