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Subject: Re: Crash

Posted by [Ryu](#) on Thu, 29 May 2008 23:17:35 GMT

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Yrr wrote on Wed, 28 May 2008 22:10: Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidentally has a value causing the addition to be zero

So Yrr, you're trying to say that game.exe is dividing by zero?!

OH GOD WE'RE ALL DOOMED!!

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