Subject: Re: Needed Improvements/Features in the next scripts.dll
Posted by saberhawk on Sun, 14 Sep 2008 19:47:44 GMT

Poskov wrote on Sun, 14 September 2008 13:37So, what would be a typical error?

PS
I ran Dependency Walker on game.exe and it displayed this:

00:00:02.921: First chance exception 0x406D1388 (Thread was named) occurred in "KERNEL32.DLL" at address 0x7C812AEB.

00:00:12.296: Unloaded "SCRIPTS.DLL" at address 0x11000000.

00:00:12.296: Unloaded "SCRIPTS2.DLL" at address 0x05A00000.

00:00:12.296: Loaded "SCRIPTS.DLL" at address 0x11000000.

00:00:12.296: Loaded "SCRIPTS2.DLL" at address 0x05A00000.

00:00:14.421: First chance exception 0xC0000005 (Access Violation) occurred in "GAME.EXE" at address 0x006CC2E5.

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00:00:14.531: Exited "GAME.EXE" (process 0x1B48) with code -1073741819 (0xC0000005).

LevelEdit just complains about anything it sees wrong. Try running it with your mod and with a "stock" mod to see what complaints might be different between them

PS: That says the same thing as the crashdump you posted in another thread. I'm going to say the same thing here; If you want to play single player, using any version of scripts.dll other than 4.0 (which has not yet been released) or the ones that came with the game (ie scripts2.dll) can and probably will cause your game to crash...