
Subject: BSOD

Posted by [Omar007](#) on Sat, 15 Aug 2009 11:13:38 GMT

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Well the title seems pretty obvious: I'm having trouble with 'Blue screens of death' on my system.

I'm running XP and VISTA in dualboot (XP primary both 32-bit).

Specs:

Core2Duo E8500

NVidia GeForce 9800GTX+

4GB RAM installed -- 3GB in use by windows

1GB used as Shared Video Memory (because else it's just sitting ducks)

My last BSOD had the 0x0000008E error. PAGE_FAULT_IN_NON_PAGED_AREA
It didn't call a file on the screen but after i debugged my MEMORY.DMP (kernel dump) it seems that my Video Card driver is the problem. I have updated it already a few times since this isn't the first time NV4_DISP.DLL is mentioned in a BSOD.

Weird thing is my brother has the EXACT same PC and doesn't have these BSOD's. I also got games crashing from time to time which he doesn't.

Could it be that my video card is damaged??

Here is also the MEMORY.DMP debug:

MEMORY.DMP Debug

```
*****  
*                                     *  
*           Bugcheck Analysis           *  
*                                     *  
*****
```

Use !analyze -v to get detailed debugging information.

BugCheck 50, {e6d98008, 0, bd131a79, 1}

```
*** ERROR: Module load completed but symbols could not be loaded for nv4_disp.dll  
*** ERROR: Module load completed but symbols could not be loaded for nv4_mini.sys  
PEB is paged out (Peb.Ldr = 7ffdd00c). Type ".hh dbgerr001" for details  
PEB is paged out (Peb.Ldr = 7ffdd00c). Type ".hh dbgerr001" for details  
Probably caused by : nv4_disp.dll ( nv4_disp+118a79 )
```

Followup: MachineOwner

0: kd> !analyze -v

```
*****
```

* * *
* Bugcheck Analysis *
* * *

PAGE_FAULT_IN_NONPAGED_AREA (50)

Invalid system memory was referenced. This cannot be protected by try-except, it must be protected by a Probe. Typically the address is just plain bad or it is pointing at freed memory.

Arguments:

Arg1: e6d98008, memory referenced.

Arg2: 00000000, value 0 = read operation, 1 = write operation.

Arg3: bd131a79, If non-zero, the instruction address which referenced the bad memory address.

Arg4: 00000001, (reserved)

Debugging Details:

PEB is paged out (Peb.Ldr = 7ffdd00c). Type ".hh dbgerr001" for details

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READ_ADDRESS: e6d98008 Paged pool

FAULTING_IP:

nv4_disp+118a79

bd131a79 83790800 cmp dword ptr [ecx+8],0

MM_INTERNAL_CODE: 1

IMAGE_NAME: nv4_disp.dll

DEBUG_FLR_IMAGE_TIMESTAMP: 4a2fc14b

MODULE_NAME: nv4_disp

FAULTING_MODULE: bd019000 nv4_disp

DEFAULT_BUCKET_ID: DRIVER_FAULT

BUGCHECK_STR: 0x50

PROCESS_NAME: MassEffect.exe

TRAP_FRAME: b4b05c14 -- (.trap 0xfffffff4b05c14)

ErrCode = 00000000

eax=00000000 ebx=e6d6e040 ecx=e6d98000 edx=000029fc esi=e22c0cc4 edi=00000001
eip=bd131a79 esp=b4b05c88 ebp=00002a00 iopl=0 nv up ei ng nz na pe nc

cs=0008 ss=0010 ds=0023 es=0023 fs=0030 gs=0000 efl=00010286
nv4_disp+0x118a79:
bd131a79 83790800 cmp dword ptr [ecx+8],0 ds:0023:e6d98008=????????
Resetting default scope

LAST_CONTROL_TRANSFER: from 8052037a to 804f9f43

STACK_TEXT:

b4b05b94 8052037a 00000050 e6d98008 00000000 nt!KeBugCheckEx+0x1b
b4b05bfc 80544588 00000000 e6d98008 00000000 nt!MmAccessFault+0x9a8
b4b05bfc bd131a79 00000000 e6d98008 00000000 nt!KiTrap0E+0xd0
WARNING: Stack unwind information not available. Following frames may be wrong.
b4b05c98 bd0cebfc 53286849 4ccf940f e8f7e100 nv4_disp+0x118a79
b4b05cbc bd13fbc3 e22c0c80 00000000 e22c0c80 nv4_disp+0xb5bfc
b4b05d08 805459ab b4b05d50 4ccf940f bd138275 nv4_disp+0x126bc3
b4b05d14 bd138275 f1d94000 b4b05d34 e1842a80 nt!KiSwapContext+0x2f
b4b05d38 bd11d960 f1d94000 e23d1a10 e23d1a70 nv4_disp+0x11f275
b4b05d5c bd188b77 bd188a07 e23d1a04 e1843950 nv4_disp+0x104960
b4b05d60 bd188a07 e23d1a04 e1843950 00000001 nv4_disp+0x16fb77
b4b05d70 bd18899b e1843950 e1843950 bd18894f nv4_disp+0x16fa07
b4b05d7c bd18894f e1843970 b7386725 e1843950 nv4_disp+0x16f99b
b4b05d84 b7386725 e1843950 00000000 8850b4b0 nv4_disp+0x16f94f
b4b05dac 805cff70 8a15a3f0 00000000 00000000 nv4_mini+0x2d725
b4b05ddc 805460ee b73866a0 e1843950 00000000 nt!PspSystemThreadStartup+0x34
00000000 00000000 00000000 00000000 00000000 nt!KiThreadStartup+0x16

STACK_COMMAND: kb

FOLLOWUP_IP:

nv4_disp+118a79
bd131a79 83790800 cmp dword ptr [ecx+8],0

SYMBOL_STACK_INDEX: 3

SYMBOL_NAME: nv4_disp+118a79

FOLLOWUP_NAME: MachineOwner

FAILURE_BUCKET_ID: 0x50_nv4_disp+118a79

BUCKET_ID: 0x50_nv4_disp+118a79

Followup: MachineOwner

It also says MassEffect.exe once but i believe that is because that is the last game i played and

crashed (not BSOD but crashes and asks to send an error report)
