Subject: Server crash at the end of a map
Posted by [KH]LordOfDeath on Fri, 30 Apr 2010 17:13:53 GMT
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hi,
I've rent a ren server from BlackIntel
after i put LuaPlaugin.dll in the Plugin section on ssgm.ini
the server crash after each ended map

all versions crash the server except for version 1

i can't understand the crashdump file
maybe someone of you can

EDIT:
[Version]
SSGM=2.0.2
Scripts=3.4.1
BHS=3.4

File Attachments
1) crashdump16.txt, downloaded 404 times