
Subject: Re: Server Crash

Posted by [jonwil](#) on Sat, 14 Jul 2012 05:23:13 GMT

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Looking at the crashdump, what I see is that ScriptableGameObj::Post_Think calls Timer_Expired on some unknown script inside FlamingC4Prevention.dll (attached to a C4GameObj I think) This script then crashes for reasons I cant identify as I dont have any debugging information for FlamingC4Prevention.dll (assuming any PDB file that matches the specific FlamingC4Prevention.dll running on this server at the time of the crash even exists)
