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Subject: Re: server crash dump

Posted by [StealthEye](#) on Thu, 16 Aug 2012 22:49:19 GMT

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Well, to give another hint then, because that reveals that this crash was actually in scripts.dll: if you go to the call stack and find that the first (few) entries are in microsoft dlls, then right click those entries (topmost one first) and select "Load Symbols From" -> "Microsoft Symbol Servers". This loads the .pdb, so that the call stack below it becomes more accurate.

In these crashdumps, it crashed in memmove which was called from a scripts.dll function. Before loading the symbols, scripts.dll does not show up on the call stack.

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