
Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sat, 02 Feb 2013 23:35:34 GMT
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I've added hifi's code to generate a crashdump file when the game crashes. He had issues getting it to work, turns out the assembler we're using (NASM) was generating incorrect code for his exception handler.

Here's a crashdump in Visual Studio:
