
Subject: FDS Crash

Posted by [Neijwiert](#) on Mon, 18 Nov 2013 22:12:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Order of Crash:

- Join game
- Purchase refill
- Crash

Crash Type: Access violation

Crash points to: Scripts.dll

I know that it must have been my code, but I really can't find it. This is the code that I have that should get executed on refill:

```
// Not sure if it executes OnObjectCreate, but just in case
void NTC::OnObjectCreate(void *data, GameObject *obj)
{
    Console_Output("A");
    NTCPC->OnObjectCreate(obj);
}
```

```
bool NTC::OnRefill(GameObject *purchaser)
{
    Console_Output("Refill\n");
    return true;
}
```

It doesn't hit either of the Console_Output lines.

I'm out of ideas, can you please help me? I'm willing to hand over the complete source code I use.

I tried:

- Debug Text
- Attaching debugger
- Looking in the crashdump

File Attachments

1) [crashdump.20131118-220739-r5704-n1.dmp](#), downloaded 238 times
