
Subject: Scripts.dll crash

Posted by [Nightma12](#) on Thu, 06 Sep 2007 18:52:50 GMT

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

joy!!!

File Attachments

1) [crashdump10.txt](#), downloaded 145 times

Subject: Re: Scripts.dll crash

Posted by [Jerad2142](#) on Thu, 06 Sep 2007 19:03:54 GMT

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

Your bhs.dll is out of date, it says it is "3.4" the current version should logically be 3.4.3

Subject: Re: Scripts.dll crash

Posted by [=HT=T-Bird](#) on Thu, 06 Sep 2007 22:50:03 GMT

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

Something weird happened...game.exe tried to dereference a null pointer (I'd have to go through the BT though)

Subject: Re: Scripts.dll crash

Posted by [jonwil](#) on Thu, 06 Sep 2007 23:00:53 GMT

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

there is a known bug to do with xfire and renegade and scripts 3.x. I think the fix was to not use xfire-in-game thing with scripts 3.x

Subject: Re: Scripts.dll crash

Posted by [=HT=T-Bird](#) on Fri, 07 Sep 2007 11:51:20 GMT

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

jonwil wrote on Thu, 06 September 2007 18:00there is a known bug to do with xfire and renegade and scripts 3.x. I think the fix was to not use xfire-in-game thing with scripts 3.x

That crashes in a different spot though (although it is possible to patch the Renegade entry in xfire_games.ini to make XFire use the D3D9 renderer).
