
Subject: Server crash at the end of a map
Posted by [\[KH\]LordOfDeath](#) on Fri, 30 Apr 2010 17:13:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi,
I've rent a ren server from BlackIntel
after i put LuaPlaugin.dll in the Plugin section on ssgm.ini
the server crash after each ended map

all versions crash the server except for version 1

i can't understand the crashdump file
maybe someone of you can

EDIT:
[Version]
SSGM=2.0.2
Scripts=3.4.1
BHS=3.4

File Attachments

1) [crashdump16.txt](#), downloaded 382 times
