Subject: scripts.dll 2.1.2 is out
Posted by theplague on Sun, 24 Apr 2005 04:16:26 GMT

ok, this is what the output was for the dependency walker: (the game never opened)

i'm gonna run it with the ld BHS.dll now (well, gonna try)

Started "GAME.EXE" (process 0xD64) at address 0x00400000.
Loaded "NTDLL.DLL" at address 0x7C900000.
Loaded "KERNEL32.DLL" at address 0x7C800000.
Loaded "USER32.DLL" at address 0x77D40000.
Loaded "GDI32.DLL" at address 0x77F10000.
Loaded "SHELL32.DLL" at address 0x7C9C0000.
Loaded "ADVAPI32.DLL" at address 0x77DD0000.
Loaded "RPCRT4.DLL" at address 0x77E70000.
Loaded "MSVCRT.DLL" at address 0x77C10000.
Loaded "SHLWAPI.DLL" at address 0x77F60000.
Entrypoint reached. All implicit modules have been loaded.
Loaded "COMCTL32.DLL" at address 0x773D0000.
Loaded "COMCTL32.DLL" at address 0x5D090000.
Loaded "WS2_32.DLL" at address 0x71AB0000.
Loaded "WS2HELP.DLL" at address 0x71AA0000.
Second chance exception 0xC0000005 (Access Violation) occurred at address 0x00EB753D.
Exited "GAME.EXE" (process 0xD64) with code -1073741819 (0xC0000005).