Subject: Re: Crash
Posted by Yrr on Sat, 31 May 2008 02:20:48 GMT

Ryu wrote on Fri, 30 May 2008 19:51Yrr wrote on Fri, 30 May 2008 18:07Ryu wrote on Fri, 30 May 2008 01:17Yrr wrote on Wed, 28 May 2008 22:10Because the call stack says that an effective address was loaded at EAX register (someAddress + a fixed offset) and it is quite rare that someAddress accidently has a value causing the addition to be zero

So Yrr, you're trying to say that game.exe is dividing by zero?!

OH GOD WE'RE ALL DOOMED!!

No, game.exe tries to access memory at address 0, but there is no available memory.

I was joking..

In this forum I cannot distinguish between programming jokes and newbie statements

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