Subject: Re: server crash dump
Posted by Whitedragon on Thu, 16 Aug 2012 07:07:46 GMT
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If you're running a custom scripts.dll you should open up the crashdump yourself to check if the crash was in your scripts.dll before posting it here.

Drag the crashdump into visual studio. After it opens click "Debug with Native Only" at the top right and then click "Break" on the popup. If anything in scripts.dll is in the call stack then it should jump to that in the source code. The scripts.dll and scripts.pdb have to match, so if you've built a new version or cleaned the project then this won't work.

And before someone tries to correct me, you CAN do this in the express version of visual studio.