
Subject: Crashdump files

Posted by [wittebolx](#) **on** Tue, 31 Jul 2007 21:12:44 GMT

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

can someone explain me why my server crashes randomly?

thx for looking in to it..

File Attachments

- 1) [crashdump108.txt](#), downloaded 276 times
- 2) [crashdump110.txt](#), downloaded 264 times

Subject: Re: Crashdump files

Posted by [Sn1per74*](#) **on** Tue, 31 Jul 2007 23:12:59 GMT

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

Are you using LUA? I was, and it was crashing randomly too. Then I switched to C++ and it worked fine.

Subject: Re: Crashdump files

Posted by [wittebolx](#) **on** Wed, 01 Aug 2007 00:50:10 GMT

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

read the crashdump....

it isnt lua

its server.dat and biatch.dll that gives the problem, i never had problems with lua.

Subject: Re: Crashdump files

Posted by [Cat998](#) **on** Thu, 02 Aug 2007 09:09:04 GMT

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

Why do you think it's biatch ?

Subject: Re: Crashdump files

Posted by [wittebolx](#) **on** Fri, 03 Aug 2007 21:38:03 GMT

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

because i havent got the problem since i deleted biatch, and the crashdump said is was biatch

Subject: Re: Crashdump files

Posted by [Cat998](#) on Sat, 04 Aug 2007 13:41:24 GMT

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

Oh right, the second crashdump is in biatch.dll, I will give
it Stealtheye then
