

TTDPatch - Bug #187

crash with cargo dest

13/11/2009 10:39 PM - Michael Blunck

Status:	Resolved	Start date:	13/11/2009
Priority:	Normal	Due date:	
Assignee:	Jonathan Rennison	% Done:	0%
Category:	Crash	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: 2.6 r 2263 Patch Feature: cargo dest			
shading a cargo dest GUI window crashes the game:			
TTD V0019EE00 Crash Log by TTDPatch 2.6 alpha 0 r2263 (Windows)			
Exception C000001D at 0187:0063B0CE			
EAX EBX ECX EDX 00000096 00020034 00000000 0000FF75			
ESI EDI ESP EBP 004D1008 004F8F44 00D4F834 0065B4EB			
DS ES FS GS SS Flags 018F 018F 2AC7 0000 018F 00010202 0000FFFF 0000FFFF 00000037 ##### 0000FFFF (Segment limits) 0040F700 0040F700 0000F300 ##### 0040F700 (Access rights)			
Bytes at DS:EIP 0F 0B C3 80 FA 00 74 08 80 FA 09 74 03 80 FA 0D			
Stack Dump: 00D4F848 006067F1 00000001 00000016 00000000 0063AA91 00000001 0065B4EB 0056FD24 004D1008 0096024C 00510034 018F004C 00C0CB4C 0056FB3A 004D1008 008000E7 004C0051 00554D5F 0056F16C 004F85B2 00400050 0056BAEA 0055B1EE 0055B091 00D4FDA4 00405A18 00000000 81A31CA1 00D20000 00000001 6F6E6D6C			
Handler Stack Dump (at 018F:00D4F7D4): 00004003 00000000 80000000 0000000A 00000000 00002AC7 0000018F 0000018F 004F8F44 004D1008 00020034 0000FF75 00000000 00000096 0065B4EB 0063B0CE 00000187 00010202 00D4F834 0000018F 006068B9 004D1008 004D1008 004A00E7 00D4F848 006067F1 00000001 00000016 00000000 0063AA91 00000001 0065B4EB			
Patch flags: DFEFFFBF 1FC81BFF E1F96DFD 085664E5 00000000 00000000 23A83A9D A0800002 000000A6 00040008 00000000 00001000 00000001 0000000A 01222204 00000000 94000400 00016666 003FFFFFF 000001F4 00000002 00000003 000005DC FDDB005A 009607D0 01900096 016D005A 76260280 13B14EC4 01E00280 13880258 07B75555 05140064 0A28370A 140A1928 1E145014 141E1450 3C1E1E14 1400003F F0FFEF08 01F0F0F0 0F29FF00			

History

#1 - 02/02/2010 08:46 AM - Michael Blunck

fixed in r2296

#2 - 27/09/2013 09:57 AM - Leo Giusti

- Status changed from In Progress to Resolved

MB says it was fixed