

Crash when WarpingToStation()

Posted by notchedbandit - 2011/08/15 10:04

Slav2, any idea what could be causing this? The game crashes back to desktop when WarpingToStation()

Thank you in advance

19:01:20: StopOperation(380)

19:01:20 (4877) Window opened. Code 1, Func : OpenWindow

19:01:20 (4877) Mining start time = 4042, now = 4877, Func : StopOperation

19:01:20 (4878) Window opened. Code 1, Func : OpenWindow

19:01:21 (4878) CheckModules: Current thread = Processor, entered modules check, Func :

CheckModules

19:01:21 (4878) CheckModules: Current thread = Processor, started execution, Func :

CheckModules

19:01:21 (4878) H; Caller: x5

19:01:21 (4878) CheckModules: (fast) I=0, S=1, Func : CheckModules

19:01:21 (4878) CheckModules: TotalT= 49ms, Func : CheckModules

19:01:21 (4878) Laser 0, cargo = 643.8, mining amount = 1332, duration = 180, Func : CargoInLaser

19:01:21 (4878) Laser 1, cargo = 259, mining amount = 1332, duration = 180, Func : CargoInLaser

19:01:21 (4878) Laser 2, cargo = 236.8, mining amount = 1332, duration = 180, Func : CargoInLaser

19:01:21 (4878) Current cargo in cargohold = 9372, in lasers = 1139.6 (643|259|236), timers

87|215|212, Func : StopOperation

19:01:21 (4878) Belt index 2 marked as profitable, Func : StopOperation

19:01:21 (4878) Belt index 2 marked as superbelt (spent less then 75% of max time), Func :

StopOperation

19:01:21 (4878) Stopped mining operation by cargoload fill. Code 4, Func : StopOperation

---> 19:01:21: ExitCode 4. Method consumed 1152 sec. in 1941 runs (average 0 secs/run), Next Line: 240+

---> Desc: Returns 4 if operation stopped cause cargo is full by X% or timeout

19:01:21: WarpingToStation(240)

19:01:22 (4879) Warp not detected/finished. Code 2, Func : WarpingSubStop

19:01:22 (4879) Using Station Bookmark, Func : WarpingToStation

19:01:22 (4879) Window opened. Code 1, Func : OpenWindow

19:01:22 (4879) StationBookmarkX =162, StationBookmarkY =185, Func : WarpingToStation

19:01:22 (4879) Window opened. Code 1, Func : OpenWindow

19:01:22 (4879) Thread: DTHPcheck, Func : CloseEveWindow

19:01:22 (4880) Closing eve window, handle:1184060, Func : CloseEveWindow

19:01:23 (4881) ScreenCapture: process is null or exited. Result null, Func :

CreateBitmapFromWindow

19:01:23 (4881) ScreenCapture: process is null or exited. Result null, Func :

CreateBitmapFromWindow

19:01:23 (4881) WARP TO line not detected, Func : WarpLineClick

19:01:23 (4881) Eve crashed. Code 0, Func : WarpLineClick

19:01:23 (4881) WarpLineClick returned error, Func : WarpingToStation

19:01:23 (4881) Winactivation: window not responding., Func : WinActivateWaitActive
19:01:23 (4881) Winactivation: window to activate has no id. Code 0, Func : WinActivateWaitActive
19:01:24 (4881) Attempt to activate client failed. Code 0, Func : OpenWindow
19:01:24 (4881) Failed to open pnp, Func : WarpingToStation
19:01:24 (4881) Winactivation: window not responding., Func : WinActivateWaitActive
19:01:24 (4881) Winactivation: window to activate has no id. Code 0, Func : WinActivateWaitActive
19:01:24 (4881) Attempt to activate client failed. Code 0, Func : OpenWindow
19:01:24 (4881) Failed to open pnp, Func : WarpingToStation
19:01:24 (4881) 3 attempts to warp passed. Code 0, Func : WarpingToStation
--> 19:01:34: ExitCode 0. Method consumed 211 sec. in 189 runs (average 1 secs/run), Next Line: 900
--> Desc: Returns 0 if error

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Re: Crash when WarpingToStation()

Posted by notchedbandit - 2011/08/15 12:48

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Re: Crash when WarpingToStation()

Posted by notchedbandit - 2011/08/15 13:59

edit - i think it was a license issue - seems to work well now

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