

RE: Memory Access Violation Error

Source:

http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.help_and_support/2004-09/5435.html

From: Ashokan Achari [MSFT] (v-ashach_at_microsoft.com)

Date: 09/15/04

Date: Wed, 15 Sep 2004 20:00:11 GMT

Hi,

This is not a problem in Windows XP but a bug as reported by Jardinian programmer, Tom Darby.

Note:

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Microsoft provides third-party contact information to help you find technical support. This contact information may change without notice. Microsoft does not guarantee the accuracy of this third-party contact information. The information is given below is Non-Microsoft information, but it may help you resolve the issue.

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Please go to the following link and see the answer posted by TOM. I have pasted the answer by TOM on the forum below.
<http://open-gaming-center.com/forums/index.php?s=abb27b31a9b42af200a9c504e0e6fb00&showtopic=299>

Mekon,

Well, this sounds like a bug I'm working hard at finding and fixing--it's an elusive little berk, and it's taking me longer than I'd like to finish it off.

Until I manage to fix this, though, I recommend the following:

1. Try deleting the player account associated with the crash. You can do this from the "Change Players" menu.
2. If it's happening with Nameless Wonder, or if that doesn't work, try deleting the following file:

C:\Program Files\Jardinains!\data\players.dat

microsoft.public.windowsxp.help_and_support: RE: Memory Access Violation Error

The next time this happens, I'd really appreciate it if you could send a copy of that players.dat file, along with the contents of the "save" directory, to me at tom@jardinains.com. That'll help me fix the problem.

Thanks, and let me know whether or not this works!

Tom

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Hope this helps :)

Ashok (Ashokan Achari)

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--Thread-Topic: Memory Access Violation Error
--thread-index: AcSaIDZOMXQ226n2S+W+6/ITM7sXhg==
--X-WBNR-Posting-Host: 68.84.87.57
--From: "=?Utf-8?B?Tmljaw==?" <Nick@discussions.microsoft.com>
--Subject: Memory Access Violation Error
--Date: Mon, 13 Sep 2004 23:01:01 -0700
--Lines: 5
--Message-ID: <05078D04-B2A5-4487-B701-01CB20F7204B@microsoft.com>
--MIME-Version: 1.0
--Content-Type: text/plain;
-- charset="Utf-8"
--Content-Transfer-Encoding: 7bit
--X-Newsreader: Microsoft CDO for Windows 2000
--Content-Class: urn:content-classes:message
--Importance: normal
--Priority: normal
--X-MimeOLE: Produced By Microsoft MimeOLE V6.00.3790.0
--Newsgroups: microsoft.public.windowsxp.help_and_support
--NNTP-Posting-Host: TK2MSFTNGXA03.phx.gbl 10.40.1.29
--Path: cpmsftngxa06.phx.gbl!TK2MSFTNGXA03.phx.gbl
--Xref: cpmsftngxa06.phx.gbl
microsoft.public.windowsxp.help_and_support:469130
--X-Tomcat-NG: microsoft.public.windowsxp.help_and_support

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--I am executing a game program (Jardinains!) and get a Windows XP error that
--solely states Memory Access Violation. It only occurs when I select a new
--game or to continue. I have never had an error in this game before. I
have
--scanned for viruses. I have sufficient ram. What causes this error in XP?
--Thanks.
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