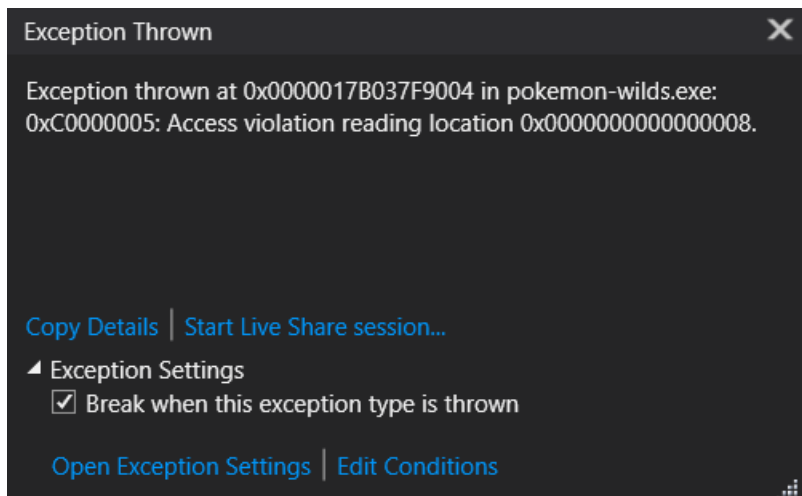


Debug – glitch where things started going slowly – started in middle of battle with aerodactyl

I wrote this as it was happening so it may be a little messy. The paragraph below is a summary of everything directly related to the glitch and below that are some thrown exceptions during my course of dealing with the bug. Its working fine now and the bug is gone, im not sure if what I did had anything to do with it fixing itself.

The Game started running slow so I started a debug session. Not sure if this is helpful or if it has to do with something else. I had left the game running during a fight with areodactyl while I ran downstairs for a moment and when I came back up to my computer it was running slow. Like walking, battle animations, pokeballs, and text. The menus, audio, and possibly egg animations seem to be the same speed. I tried restarting the game and it still was slow so I tried restarting my pc and starting the game. It still is slow but the start menu seemed normal. Seems like it speeds up sometimes but could be my imagination. Flying seems like it's the right speed, it is definitely faster than and smoother than running and walking now. After saving while flying on aerodactyl, (it threw an exception the first time I tried but didn't throw anything the second time) exiting the game (also threw exceptions) and reloading the save it took me back to an earlier save when the game first started going slow after catching aerodactyl. Now its running fine. Im not sure if any of these exceptions below will help or mean anything to you. I ran debug from task manager and it pulled up my visual studios. Idk what language or ide you use to code this game but my system pulled it up in visual studios. I logged my activity since it started happening since I read on your github that you would appreciate any bug reports. I imagine if you are working on it mostly by yourself that it can be a lot of work. Ill help report any bugs I find. Im a programmer I may be able to help you out in debugging better than this in the future if you could tell me what software I could use to better debug. I could possibly help out with other stuff too but im also busy with school this is my last semester. I could potentially help more in the summertime after I graduate if your interested.



Call Stack	
Name	Language
0000017b037f9004()	Unknown
0000017b030cc8d0()	Unknown
jvm.dll!0000000006fbbec13()	Unknown
00000000c7eec4d8()	Unknown
00000000c7ee6a98()	Unknown
00000027f30717c0()	Unknown
00000001000016d0()	Unknown
0000017b00000024()	Unknown
000000000000002f()	Unknown
0000017b02e89f6c()	Unknown
00000000c7ed5278()	Unknown
00000022da9fec48()	Unknown
00000000000000bf()	Unknown
0000017b02c3347d()	Unknown
0000002600000042()	Unknown
0000017b02c3d6f0()	Unknown
00000022da9fec50()	Unknown
0000017b146787c8()	Unknown
00000000c7ed5258()	Unknown

Happened while Dragonite using twister against garchomp, dragonite died so couldn't replicate



Call Stack

Name	Language
0000017b037ecc180	Unknown
00001489671f44930	Unknown
00000000000000050	Unknown
0000017b2f0428700	Unknown
java.dll!00007ffbad3b999e0	Unknown
00000000c7ee6a980	Unknown
000000000000002a0	Unknown

Exception Thrown ✕

Exception thrown at 0x0000017B037ECC18 in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000000000000008.

[Copy Details](#) | [Start Live Share session...](#)

▾ Exception Settings

- Break when this exception type is thrown

[Open Exception Settings](#) | [Edit Conditions](#)

Thrown again during the fight.



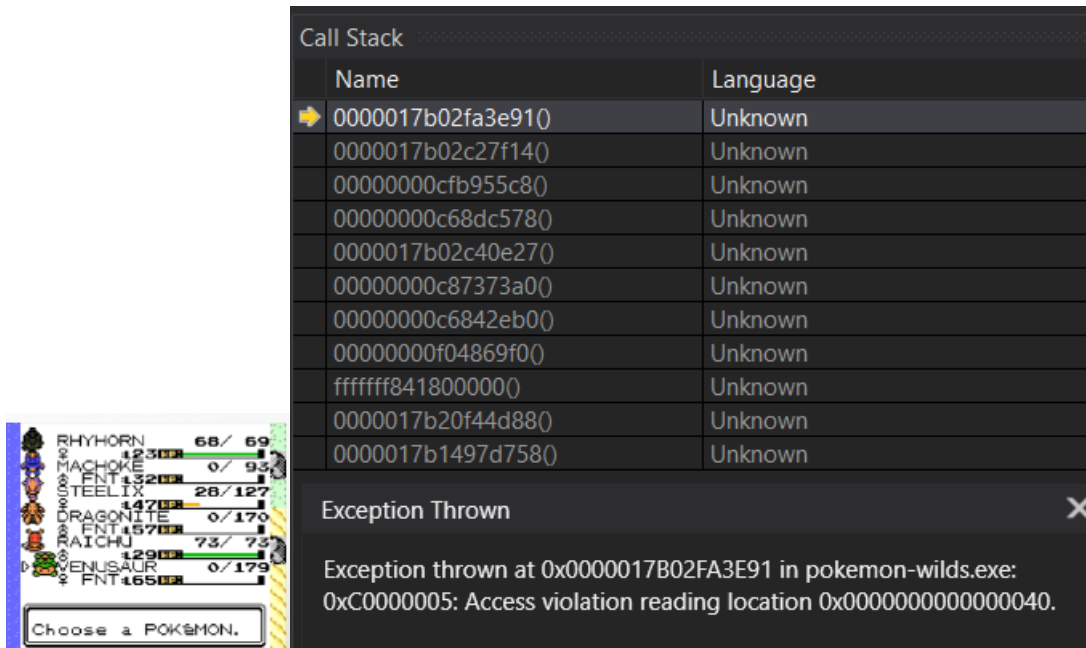
Call Stack

Name	Language
0000017b03252a520	Unknown
00000022da9fed400	Unknown
0000017b20fb0aa30	Unknown
00000022da9fedb00	Unknown
0000017b20fb2b500	Unknown
42900000000000010	Unknown
00000000f30e00700	Unknown
00000000c87373a00	Unknown
42c00000000000000	Unknown
00000001000108e80	Unknown
00000001428600000	Unknown
00000000f0cddab00	Unknown
00000010000000080	Unknown

Exception Thrown ✕

Exception thrown at 0x0000017B03252A52 in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000000000000008.

After leveling up after catching



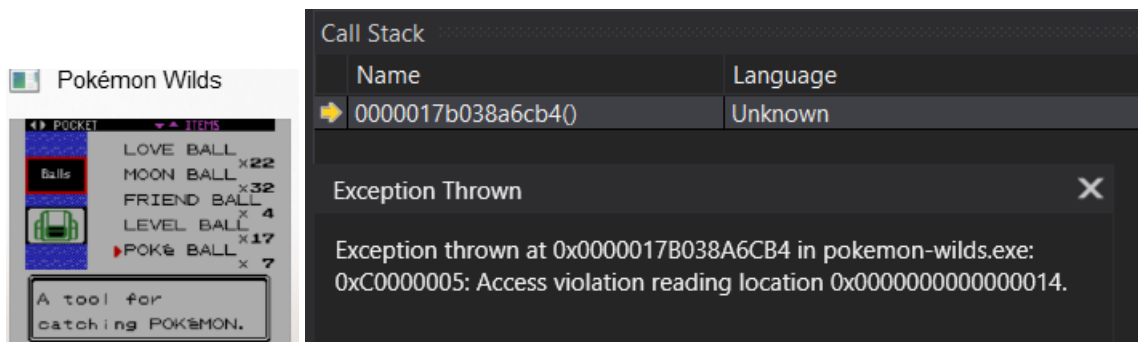
Call Stack

Name	Language
0000017b02fa3e91()	Unknown
0000017b02c27f14()	Unknown
00000000cfb955c8()	Unknown
00000000c68dc578()	Unknown
0000017b02c40e27()	Unknown
00000000c87373a0()	Unknown
00000000c6842eb0()	Unknown
00000000f04869f0()	Unknown
ffffffff841800000()	Unknown
0000017b20f44d88()	Unknown
0000017b1497d758()	Unknown

Exception Thrown

Exception thrown at 0x0000017B02FA3E91 in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000000000000040.

Using venusaur to cut threw this exception right before saying venusaur is using cut. Tried again later no exception



Pokémon Wilds

POCKET

Balls

- LOVE BALL x22
- MOON BALL x32
- FRIEND BALL x4
- LEVEL BALL x17
- POKé BALL x7

A tool for catching POKéMON.

Call Stack

Name	Language
0000017b038a6cb4()	Unknown

Exception Thrown

Exception thrown at 0x0000017B038A6CB4 in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000000000000014.

Throw while in bag hadn't selected anything but moved down. (above) Another exception throw after pushing continue on debugger (below)

Call Stack

Name	Language
0000017b037608fc()	Unknown
00000022da9fed08()	Unknown
0000017b02c400a7()	Unknown
0000017b02c25410()	Unknown

Exception Thrown

Exception thrown at 0x0000017B037608FC in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000000000000014.

Pokémon Wilds

POCKET

- MOON BALL x32
- FRIEND BALL x4
- LEVEL BALL x4
- POKÉ BALL x17
- CANCEL x7

Call Stack

Name	Language
0000017b02f52a13()	Unknown
0000017b02f7bcac()	Unknown
0000017b000001fc()	Unknown

Exception Thrown

Exception thrown at 0x0000017B02F52A13 in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000017B02A00000.

Pokémon Wilds

Starting to fly with aerodactyl (above) tried flying with him again and it didn't throw it.

Call Stack

Name	Language
0000017b03754b76()	Unknown
00000022da9fdfe8()	Unknown
0000017b02c47306()	Unknown
0000000000000300()	Unknown
0000017b000000b9()	Unknown
00000022da9fdfe8()	Unknown
0000017b02c28102()	Unknown
0000000000000001()	Unknown
0000017b02c28102()	Unknown
00000000eb5b1ff8()	Unknown
00000022da9fdfa8()	Unknown
0000017b218bf574()	Unknown
00000022da9fdff8()	Unknown
0000017b218c1a18()	Unknown

Exception Thrown

Exception thrown at 0x0000017B03754B76 in pokemon-wilds.exe:
 0xC0000005: Access violation reading location
 0x000000000000000C.



Went to save while riding aerodactyl and threw this exception. (above) tried again didn't throw exception

Call Stack

Name	Language
0000017b02df8f74()	Unknown
0000d03e1468ade0()	Unknown
jvm.dll!0000000006fd26acc()	Unknown

Exception Thrown

Exception thrown at 0x0000017B02DF8F74 in pokemon-wilds.exe:
 0xC0000005: Access violation reading location 0x0000000000000008.

thrown on exit (clicking the x)

probably normal

Call Stack

Name	Language
0000017b02d92f0a()	Unknown
00000068000000b6()	Unknown
0000017b17a27800()	Unknown
0000017b145dde18()	Unknown
0000017b17a27800()	Unknown
00000004ebe7e938()	Unknown
00000000ebe7e8e0()	Unknown
00000000ebe7e938()	Unknown
000000010004cc50()	Unknown
0000000700000010()	Unknown
00000068ebe7eab0()	Unknown
00000000ebe7f030()	Unknown

Exception Thrown

Exception thrown at 0x0000017B02D92F0A in pokemon-wilds.exe:
0xC0000005: Access violation reading location
0x000000000000000C.

Call Stack

Name	Language
0000017b02e26bb5()	Unknown
00000000c0000000()	Unknown

Exception Thrown

Exception thrown at 0x0000017B02E26BB5 in pokemon-wilds.exe:
0xC0000005: Access violation reading location 0x0000000000000008.

Call Stack

Name	Language
jvm.dll!000000006fb5bbe8()	Unknown
jvm.dll!000000006fd358b4()	Unknown
jvm.dll!000000006fbd2ccf()	Unknown
jvm.dll!000000006fbd26a0()	Unknown
jvm.dll!000000006fd658af()	Unknown
jvm.dll!000000006fdb6d7a()	Unknown
msvcr120.dll!00007ffb84014f7f()	Unknown
msvcr120.dll!00007ffb84015126()	Unknown
kernel32.dll!00007ffbbc3554e0()	Unknown
ntdll.dll!00007ffbbc0485b0()	Unknown

Exception Thrown

Exception thrown at 0x000000006FB5BBE8 (jvm.dll) in pokemon-wilds.exe: 0xC0000005: Access violation writing location
0x0000017B02B10B80.