

## ModMixSets Crash Document for GTA San Andreas

<https://www.mixmods.com.br/>

May have some inaccuracies due to language translation to English.

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How to troubleshoot their own crashes

To have crash information, use the Mod Loader .

When the game to crash with the message that stopped working, open the file " modloader \ modloader.log " .

Go to the end of this file, you will see this (see colors):

```
Game version: GTA SA 1.0 US
unhandled exception at 0x0040D5A3 in gta_sa.exe (+0xdd5a3): 0xc0000005: Access v
Register dump:
EAX: 0x0000001F EBX: 0x00000000 ECX: 0x00000000 EDX: 0x00000000
EDI: 0x00B6BD44 ESI: 0x00B6BD44 EBP: 0x0028F8A0 EIP: 0x0040D5A3
ESP: 0x0028F780 EFL: 0x00010283 CS: 0x00000023 SS: 0x0000002B
GS: 0x0000002B FS: 0x00000033 ES: 0x0000002B DS: 0x0000002B

Stack dump:
0x0028F780: 00B6BD44 00B6BC90 0028F8A0 00000000 00000000 BF800000
0x0028F798: 00000000 00000000 3F800000 00000000 00000000 00000000
0x0028F7B0: 3F800000 00000000 00000000 00000000 00000000 00000000
0x0028F7C8: 00000000 00000000 00000000 00000000 00000000 00000000
0x0028F7E0: 00000000 00000000 00000000 00000000 0028F8AC 7325CA0E
0x0028F7F8: FFFFFFFF 0028F80C 016295B4 00BA6748 00BA6748 015CF808
0x0028F810: 0057B549 015CF808 FFFFFFFF 00BA6748 731FBE22 00000000
0x0028F828: 00000000 00000000 00000000 8DCCCCD 3F800000 00000000
0x0028F840: 3DCCCCD 3F800000 00000000 3DCCCCD BF800000 00000000
0x0028F858: BDCCCCD BF800000 00000000 0028F8AC 0083BF3B FFFFFFFF
base: 0x00090000 top: 0x0028F780 bottom: 0x00290000

Backtrace (may be wrong):
=>0x0040D5A3 in gta_sa.exe (+0xdd5a3) (0x0028F8A0)
0x7320C643 in modloader.asi (+0x1c643) (0x0028F8B8)
0x7320E06E in modloader.asi (+0x1e06e) (0x0028F8E0)
0x7320CB47 in modloader.asi (+0x1cb47) (0x0028F8FC)
0x7320E797 in modloader.asi (+0x1e797) (0x0028F9A4)
0x7320E52C in modloader.asi (+0x1e52c) (0x0028F9B0)
```

- If you did not show it at the end of your modloader.log:

As I said, this page is only in case the game close with the error message "stopped working".

Do not force the game to close (eg using Smart Process ), expect the game close by itself, can take up to 10 seconds.

Or you may be using another mod which also gives crash information and thus cause conflict, such as fastman92 limit adjuster . If you use it, read what is written at the end of his post here on the blog.

And always remember to use GTA SA in documents or other unit, if you use the Program Files might not generate the .log in addition to several other problems.

Blue:

- If it is not "1.0 US" (but "1.0 EURO" or other):

Simply download oo Crack 1.0 US . It is necessary for many CLEO mods, etc. Asi work.

#### Green:

- If it is not "in gta\_sa.exe" or "in gta\_sa\_compact.exe" etc:

Ignore everything. In this case the address of the crash (in red) and all the rest does not matter. Just look for the name of the .dll file or .asi this page.

For example: If you have "in ntdll.dll" (instead of "in gta\_sa.exe"), just look at this list for "ntdll.dll" ( by pressing CTRL + F) and read.

- If the list does not have the .dll or .asi that gave the crash (as quoted in the "Case" above):

If the name of a .asi you already know in which mod was caused the crash, but the problem may not necessarily be the one mod but incompatible with each other!

If the name of a .dll try searching on Google about what this means .dll (but do not fall in these "click here to correct errors", is adware).

#### Red:

- If it is "0x00000000", or some number between "\*\*\*\* 0x0046" and "0x0049 \*\*\*\*":

Ignore modloader.log and look in your scrlog.log .

You're not the SCRLog installed? Next time you have it! Read how to install and use SCRLog to find out which mod cleo has the problem . The modloader.log not help in this case.

- If you start without a "0x00" or "0x01", for example "0xF5719A9C" (0xF5 saw began with?) : First read the " pink " below. But even then you can still try to search the address here. But read the pink, ok.

- Finally, if no cases above :

Simply copy this address (marked in red in print) and search this page by pressing CTRL + F . First make sure that this page has finished loading in your browser.

In the example of print above, I would look for "0x004AA8CB" and toparia me ". Problem: You are not the 'audio' folder" Saw? It's simple! Try.

#### Rose:

- If you have "in unknown" there in pink (the first line):

Take the next address "in gta\_sa.exe" that has below. Click to see an example .

Ready, just follow the steps in " red " above.

If you have no "gta\_sa.exe" below but some .dll or .asi, or not having more lines, unfortunately it will be difficult to solve. I recommend manually search mod which is giving the problem.

Bonus: fastman92 limit adjuster gives an alternative to modloader.log and brings accurate

information in crash cases related limits. But as stated earlier you can disrupt to generate modloader.log.

~ End of tutorial on how to search the crash ~

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## Crashes

Error: 0x00

Type: (if crash when it happens etc)

Problem: (his reason)

Solution: (a possibility to solve, may miss things or be wrong, help contribute)

Error: 0x0061006F

Type: Crash

About: random pedestrian loading in such a map of the area

Type: Crash

Problem 1: related pedgrp.dat settings or some buggy pedestrian model.

Solution 1: Identify and uninstall these mods. Knowing the basics of operation of pedgrp.dat you can determine which line or pedestrian model that tried to load based on the location you were at the time of the crash.

Error: 0x005B6A70

Type: Crash

Problem occurred during the loading of carcols.dat, reading the color of a line of it.

Solution: Identify which vehicle, which line etc., and try to identify the problem or simply delete it. It was also reported by deleting the correct gta\_sa.set but does not seem to make sense.

Error: 0x005B6784

Type: Crash

Problem related invalid tuning parts; a bad configuration carmods of such a car.

Solution: Identify the car and try to correct the carmods setup line it removing the incompatible parts with him.

Problem 2: A carmods line configured with a nonexistent car.

Solution 2: Identify the line, correct; delete it.

Error: 0x005A3FA6

Type: Crash

Problem related procedural objects (configured by procobj.dat)

Solution: Identify which mod, or which object. Uninstall it, or uninstall any procobj.dat you have installed.

Error: 0x0074E36D

Type: Crash

Problem related some material of any model, probably a vehicle, and was probably saved incorrectly by ZModeler to leave the "auto detect lights" marked on the export time.

Solution: Identify which model, uninstall, tell the author etc. It has been corrected simply safeguarding the vehicle in ZModeler by unchecking the "auto detect lights" option when exporting.

Error: 0x004AA8CB

Type: Crash (trying to open the game)

Problem: You are not the 'audio' folder. Or some important file in it.

Solution: Check the audio folder and its files.

Error: 0x005A5C98

Type: Crash

Problem related clothing, specifically the texture of a, probably a .txd does not exist. This can happen when installing the mod player or clothes and try to start the game safe with a mismatched outfit.

Solution: Identify which .txd, and mod clothes or player is your case, start a new game and see if it works. I recommend that you uninstall the mod, change the clothes of his game except for the original start (or leave it naked), save the game again and re - install the mod, it should work.

Error: 0x004AA614

Type: Crash

Problem: Some bad setting in effects.fxp.

Solution: Identify the problem or uninstall any effects.fxp it is installed etc.

Error: 0x006E3D9C

Type: Crash (anytime, any action or animation to try to get into a vehicle)

Problem: Group incorrect animation, possibly some online vehicles.ide is wrong, is missing or misconfigured. Lightly possible that this problem is also caused by too heavy cars (or was it just a coincidence?).

Solution: Check your cars and their respective lines of vehicles.ide, check if everything is right, in general, manually or in .txts with the lines of them installed in the Mod Loader, also remembering that case have a vehicles.ide within the Modloader, .txts with all lines Vehicles not charge as stated in the tutorial Mod Loader . If even without such lines installed (or "even installed correctly") still crashes, try uninstalling the cars of your game, you can use the Test Car Load to test them and find a problem.

About: This crash is common and little known, if you have more information, tell us).

Error: 0x004EFE69

Type: Crash

Problem: problem initializing a sound. Possibly some sound that you modified has a problem or incompatibility.

Solution: This has been reported when using the sounds that came from the gun G36C .

Uninstall these sounds, or other sounds that you have downloaded, trying to figure out who gave it.

Error: 0x00412144

Type: Crash

Problem: Something about collision model (.col files).

Solution: Try to figure out which mod edit or add .col files and uninstall. Or try to identify the problem and try to fix the mod .col (may be related to spheres or boxes (or balls collision boxes)).

Error: 0x007F05E4

Type: Crash

Problem: Any model, possibly a poorly modeled vehicle.

Solution: It has been solved after uninstall such a vehicle. It was a motorcycle police ROCAM lowpoly. It can happen with other vehicles, the problem is to identify which.

Error: 0x006F763F

Type: Crash

Problem: Creating a train.

Solution: It has been removed after uninstalling the mod Trains Longest . Also solved for you? Tell .

Error: 0x00436686

Type: Crash

Problem related paths (car paths).

Solution: Remove mods that have some connection with paths like mods that add new paths (new roads). There are likely to be caused by the mod Traffic & Travel (extended version), it was your case and resolved or not (making sure) Tell !

Error: 0x007C91CC

Type: Crash

Problem: related DirectX processing a skin (as a PED or possibly the player itself)

Solution 1: Uninstall the mod Normal Mapping by DK

Solution 2: If you do not settle with the above solution, then identify the skin of such a mod that you have installed and uninstall.

Error: 0x006E00C4 (in Backtrace the end of the log?)

Type: Crash

Problem: In connection with the hitch position of a vehicle.

Solution: It may be related to something like that , as well as engaging vehicle (such as a tractor, truck etc). Even though strangely it has been reported with the files countryCML.ide / .ipl the farm mod (in which seems to make sense).

Error: 0x00454CC7

Type: Crash (when trying to Load Game after already loaded one?)

Solution: Leave "-1" or place a; the function "PickupsDrawDist" the MixSets (if you use).

Error: 0x00756B89

Type: Crash

Problem: Possibly harm modeled vehicle.

Error: 0x005DA63A

Type: Crash

Problem related to "pipeline" of vehicles, some mod that changes the operation of the graphics of the cars, as SkyGfx (but was not reported to use it, apparently).

Error: 0x005A57EF

Type: Crash

Problem: Two textures of different resolutions on the player they need each other. For example if the CJ torso texture is 512x512, the shirt texture and tattoo etc. must also be 512x512

Solution: Identify the mod, it may be that some mod player or clothing is poorly done, or incompatibility if you installed other clothing, or if you're creating clothes, now you know how to solve.

Error: 0x00441DB0

Type: Crash

Problem: Something tried to pick up the rotation of something and failed, probably some cleo script.

Solution: Oddly have been reported with the following 90s vehicles AVP: AT400, DFT30, Rustler, Shamal, Cropdust. Which version probably "REBON 2" was not informed.

Error: 0x004AA2F4

Type: Crash

Problem: Starting a special effect (fx / particle), as if it had started an effect that actually could not be created before.

Solution: It may have been some special effect mod that you have installed. identify; uninstall; let us know . It has been reported with the IMFX probably incorrect installation of an effect (or lack thereof) as a headshot, where you have the option to simply open the imfx.dat and off effects to find. It was reported in an old version of IMFX.

Error: 0x0156A2A7

Type: Crash

Problem: Hit the scripts limit (CRunningScripts) (not cs).

Solution: Use fastman92 limit adjuster. Search for "Running scripts" within the .ini, remove the "#" at the beginning of the line and increase the number to about 200 or 300 ... ..... "Running scripts = 200".

Error: 0x0040AB3B

Type: Crash

Problem: Line (s) of data \ empty pedgrp.dat (s) or name of a pedestrian being wrong etc.

Solution: Check your file, backup, uninstall any that did in Modloader etc.

Error: 0x007F3825

Type: Crash

Problem: Unloading a texture. It has been reported after you have installed / uninstalled any vehicle without leaving the game using ModLoader (quite possibly any mod that includes texture?)

Solution: The ModLoader have certain problems with this type of installation are currently the same. It is best to avoid installing so.

Error: 0x004D0C14

Type: Crash

Problem related animations (.ifp). Reported by selecting "Refresh modifications" in ModLoader menu.

Solution: Try to identify which .ifp within the ModLoader was the cause?

Error: 0x0040AB3B

Type: Crash

Problem: Line (s) of data \ empty pedgrp.dat (s) or name of a pedestrian being wrong etc.

Solution: Check your file, backup, uninstall any that did in Modloader etc.

Error: 0x004CEC60

Type: Crash

Problem: Loading a non - existent file .IFP or wrong internal name.

Solution: Check the installation of the mods that use .IFP, and the internal name of IFP file (using some editor IFP, as the GTA Anim Manager Ryosuke839). The internal name of the IFP appears at the top of the program when you open the IFP, and the name has to be the same file name.

Problem 2: Not found an animation required in .IFP

Solution 2: Some mod that needed some animation (usually .asi not cleo) not found in .IFP. An example is you use the mod Running with heavy weapons with an incompatible ped.ifp.

Error: 0x007360ED

Type: Crash

Problem related weapons / shots. It has been reported during a shootout in Madd Dogg mansion. Possibly caused by the mod Bullet Ryosuke (version 2010, is not known from 2009) - it was the only mod related shots right now.

Error: 0x00533606

Type: Crash

Problem: Related to the limit map

Solution: Use Open Limit Adjuster

Error: 0x007FDE21

Type: Crash

Problem related textures of some model, whatever. The .txd may be in trouble.

Solution: Try to figure out which model did cause the error, and open it in MagicTXD may possibly appear error messages, try re-save, re-create the .txd, re-place the compressions etc to see if correct.

Error: 0x00533D6E

Type: Crash

Problem: Creating a model. You can switch the model based on what is in the "backtrace" end of the log.

Solution: It has been reported when using GTA III HD Vehicles Tri-Pack , which occurs in Ocean Docks and is probably caused by a boat mod, but can also be another vehicle.

Error: 0x00538103

Type: Crash

Problem: Some boundary objects.

Solution: Use Open Limit Adjuster .

Error: 0x007C51A8

Type: Crash

Problem: Some buggy pedestrian.

Solution: Try to identify which of the pedestrian model, Skin Selector can help you with that.

Error: 0x00720089

Type: Crash

About: world's rendering.

Type: Crash when trying to open the game

Problem: The mod "24H Timecycle" is installed without the file "timecyc\_24h.dat" is present in the "data" folder.

Solution 1: Uninstall the mod "24H Timecycle" or install the "timecyc\_24h.dat" in the "data" folder.

Error: 0x00571B73



Type: Crash

Problem: There are over 400 different reasons ... It will not be easy to discover the reason for having only this address. But know that can be related to entities, physical things, as objects, models, whatever it is. It can vary widely, but are generally physical things.

Error: 0x004C7DAD

Type: Crash

Problem: It has been reported with the Tuning Mod.

Solution: Upgrade it .

Problem 2: Apparently caused by VehFuncs

Solution 2: If confirmed, it will be corrected and updated soon.

Error: 0x006DADBA 0x006A6010

Type: Crash

Problem: Some buggy model. It has been reported on a mission while using Improved SA Default Cars, missions using helicopter / airplane can cause this crash it (and other?). Can cause in any vehicle you've downloaded, if you do not use Improved SA Default Cars.

Solution: If you use the ISDC, find out which models have this problem. It can also be caused by other vehicles that you have downloaded in which are with buggy models, just figure out what in the case of ISDC, was reported in the Leviathan and during Marco's Bistro (in which may have been caused by Shamal)

Error: 0x \*

About: Creation of texture carrier plate (present in vehicle.txd but also modified by Improved Vehicle Features).

Backtrace: 0x006FDF15

Type: Crash when opening the game

Problem: mod Improved Vehicle Features Error apparently present only in version v2.1.1.

Solution 1: Try using an old version such as v2.0.2, or reinstall the mod. If you are in the future and has launched a newer version than v2.1.1, try to use it.

Error: 0x0044F1C2

Type: Crash

Problem: Paths possibly the files "\*" .dat nodes" within the gta3.img.

Solution: Check them, back up, remove mods that edit them etc.

Error: 0x0053388E or 0x0070FF4D

Type: Crash after a while playing, map starting to fade and / or artifacts on the screen until it gives error? And possibly the error also came with this window .

Problem: Perhaps the game needed more RAM than allowed.

Solution 1: Use the Largeadress to increase the RAM recognition of the game. This is the best and has confirmed solution.

Solution 2: Please use memory (Stream Memory) for any mod as Mix Sets , lower case is high, a 1024 MB can fix.

Solution 3: Decrease your Project2DFX settings , avoid increasing the viewing distance of the high quality models (if you increased it), so as you can decrease the overview away game in him and it can also correct.

About: Also be sure to use the SilentPatch to correct the artifacts that appear flashing the map to reach the top use of RAM.

Error: 0x00757D6E

Type: Crash

Problem: Problem of some model. It has been reported during the selection of Tuning Mod parts, thus caused by this piece ...

Error: 0x00493E50

Type: Crash

Problem: Searchlights. It has been reported when using .asi mods searchlights limit, such as SAssearchlightlimitadjuster.asi.

Solution: If you use this .asi, discontinue use. Use the Open Limit Adjuster in which has the same function and have no problems with it, as they .asi of searchlights several people have reported problems.

Error: 0x00493E50

Type: Crash

Problem: Searchlights. It has been reported when using .asi mods searchlights limit, such as SAssearchlightlimitadjuster.asi.

Solution: If you use this .asi, discontinue use. Use the Open Limit Adjuster in which has the same function and have no problems with it, as they .asi of searchlights several people have reported problems.

Error: 0x007C4781

Type: Crash when closing the game?

Problem: Some buggy vehicle.

Solution: Try to figure out which vehicle that has the problem. The crash only happen if such a car buggy be loaded into the game from there to close the game will give this crash, so keep this in mind when trying to figure out which vehicle caused this crash.

Error: 0x006BCAFE

Type: Crash

Problem: Missing the special line of the type of vehicle handling.

Solution: In vehicles such as motorcycles, aircraft etc. there is a second line handling that is required to function. You can see this line at the end of handling.cfg file. Make sure all necessary lines are installed for the vehicle running.

Error: 0x007C4781

Type: Crash

Problem: Processing of a skin model. It has been reported to open parachute with edited template (as 90s AWP) taking the game with high RAM usage.

Solution: This has been solved by using the Largeaddress

Error: 0x00564192 (in Backtrace the end of the log?). Or 0x00801D58 0x005D9802  
0x005D97E6 0x00811A2A 0x006FA915 0x006129E1 0x007F3851 0x00552A53

Type: Crash when closing the game?

Problem: Project2DFX 4.0 (0x00564192) or 3.2 (rest of the addresses above). He may be corrected in the future, but has been reported in TimedObjectsDrawDistance function it.

Solution: Disable ( by placing a "0.0") function within the TimedObjectsDrawDistance  
SALodLights.ini.

Error: 0x007C4781

Type: Crash soon to end the loading bar and go start the game?

Problem: This problem has been reported to load a save has been saved in which an outer (as in casino four dragons) and are using the HD Roadsignfont mod.

Solution: Do not use the mod or not use save game abroad. For example uninstall the mod, open the save, save it in an interior and can re-use the HD Roadsignfont .

Type 2: Crash at another time and without using such mod mentioned above?

Problem 2: This crash is related to creation of "materials" (basically textures models). So you may be related to model mods.

Error: 0x00745393, 0x0074533E

Type: Crash (when taking a picture)

Problem: It has been reported when using the mod HiDef Camera . After about 30 minutes playing? Using mods that use a lot of RAM as textures packs, cars etc?

Solution: Stop using, avoid such a thing, or use the mod Largeaddress (tested and corrected).

Error: 0x00650075

Type: Crash (when climbing on a bike?)

Problem: It has been reported when using the mod Fixed Wayfarer .

Solution: For some reason the problem only happened to some people, so if you use this mod, simply uninstall it. If you do not use, so can be another mod .ifp / motorcycle-related animations.

Error: 0x004A981E

Type: Crash

Problem: It has been reported when using the mod Remastered Effects, and / or IMFX, and / or Combat FX.

About: Please give information to current versions of the crash continues, or if you can reproduce the crash with as little as possible to definitely say what the exact way that this crash happen (for example if it happens only if IMFX is installed, something ) to give us information in

order to try to understand how the crash happens and correct. If you do not use these mods as well, know that it is related to the discharge of special effects, can therefore be a mod like that.

Error: 0x004C672A

Type: Crash

Problem: Gun models limit.

Solution: Read the tutorial on how to add new weapons , especially the part "Weapon Models" where you have to increase the weapons limit. Generally people do not pay attention where it says about using Open Limit Adjuster with this function. That is, if you use Open Limit Adjuster you do not need to activate the function Weapon Models of Fastman92 Limit Adjuster, but this will crash.

Error: 0x0074EC24

Type: Crash

Problem: Worldpipe.

Solution: SkyGfx edit it so it was possibly caused by it, and in the .ini have the option to disable Worldpipe, as was also explained in the readme. If you do not use SkyGfx, can then be another mod graphic as enb series or even textures.

Error: 0x00812152

Type: Crash

Problem: Modeling. Some material of a model effect, quite possibly a vehicle, a piece for vehicle and something.

Solution: Find out exactly what and notify the author of this mod about it.

Error: 0x00801D58, 0x005D97E6, 0x005D9802. 0x00811A2A

Type: Crash

Problem: Apparently related to Project2DFX.

Solution: Envido by Luiz Felip: If you want to continue using Project2DFX, will have to go into some inner (mostly home) to exit the game or avoid going out of the game at the place where had such a problem

(Tested several times and apparently solved)

[Click here for more detailed information.](#)

Error: 0x00533620

Type: Crash (in Blueberry Acres?)

Problem: Some buggy model.

Solution: It has been resolved to update the mod "Vertex Color Fix". We do not know whether it was caused by the same posted on MixMods ( [here](#) ), if here is up to date etc. If you have had this problem and have downloaded here, know and try searching for other updated version. But if yours was not downloaded here, download the [Vertex Color Fix](#) here apparently it is up to date.

Error: 0x005B8E6A

Type: Crash

Problem: Stream Memory error, some mod editing stream memory of the game may have put some incorrect value.

Solution: This may have been caused by an error Open Limit Adjuster, so you can disable or even delete the MemoryAvailable the limit\_adjuster\_gta3vcsa.ini line. Also possibly you put a wrong number in the Mix Sets.ini StreamMemoryMB function

Error: 0x0040ACD8

Type: Crash (to go to the street going to a site map?)

Problem: Wrong Cargrp.dat.

Solution: Sent and solved by Luiz Felipe: Back up the file, or check whether the lines are correct or are not empty, possibly the error can happen to arrive at a certain location, for example, if he or crash when coming in the region of a beach or are leaving the house that is in the Santa Maria beach is that apparently the error comes from the line:

"POPCYCLE\_GROUP\_BEACHFOLK"

Error: 0x00554751

Type: Crash (somewhere in the map?)

Problem: Some buggy model. It was to show some large building, or some great model as homes, shops, buildings on the site where you were. It has been reported in Verdant Bluffs.

Solution: Try to find out, can be anything related to it, try to go back to the same place where the crash occurred to make sure, or walk by that place. It can be caused by graphics mods like skygfx and enbseries as buggy models, possibly even textures, anything related to show a large object on the map ...

Error: 0x004C4BD2

Type: Crash

Problem: Some buggy model. It may be a lack of collision or anything related to it and the operation of the model. According to Luiz Felipe, this problem happens when for example renames the .dff and .txd some car for the name of a pedestrian. So this crash could be for things like this, models malfunctioning, incorrect.

Solution: Check your models, can be any type of model. If randomly during the game can be mainly cars and peds; If somewhere in the map, the map is the model that is in collision with problems.

Error: 0x0058742D

Type: Crash

Problem: hud Rendering. It has been reported when using a cleo mod called "Radar Zoom Fix".

Solution: If you use it , uninstall this mod, is apparently totally mod of the problem itself.

Error: 0x004946A4

Type: Crash

Problem: Problem of some model. It has been reported when using the GTA V. Skybox

Error: 0x004C48D6

Type: Crash

Problem 1: damage Part in .dff some car.

Problem 2: If it was a piece of Tuning Mod, is modeling error. On the part of the hierarchy in ZModeler should have only one mesh, so give attach at all, and let the name with a unique name (do not use things like "chassis" in the name within the .dff)

1/2 Solution: Give attach at all. If there is still problem, change the name of the mesh by some other unique.

Problem 3: Crash in LV? INSANITY Vegetation.

Solution 3: So far (in Update 1.0) this crash is going on . Expect to correct or update your mod for the latest version .

Error: 0x004CAD9D

Type: Crash

Problem 1: If you have "0x00733619" in "Backtrace" (the end of the log): Problem with some model / texture of some pedestrian, or mod that moves with pedestrians.

Solution 1: Identify and remove.

About: If you do not have it in Backtrace, the problem may be another, send the log saying.

Error: 0x0059BE3E

Type: Crash

Problem: Modeling of a vehicle (slightly possible to be modeling any other model). This has been reported to install a buggy Hydra, while looking at camera it gave this crash.

Solution: It was the look in a vehicle? Identify which such buggy vehicle and uninstall. Load Test Car can help.

Error: 0x0F9491BB, 0xAA94F20A, 0x91C9E7BF, 0x6449A5FF

Type: Crash (after going to the Advanced menu change the resolution?)

Problem: Relationship to crash down?

Error: 0x00718604

Type: Crash (after going to the Advanced menu change the resolution?)

Problem: It was reported to be problem in 90s AVP Reborn. As can also be some other vehicle pack.

Solution: In the case of AVP 90s, was caused by the Super GT, or install another Super GT instead. (repeating: The problem may not necessarily be this pack but any pack or vehicle you have in your game.). You can use the mod Test Car Load to try to find the car. Just leave the cars passing slowly and every car that is loaded you try to go to the Advanced menu change the resolution when crashing, you'll know which car has the problem).

About: If you use 90s AVP Reborn, also read the crash 57A065

Error: 0x007EC9DA

Type: Crash

Problem: ped.ifp missing.

Solution: Take a look in your folder "anim", the ped.ifp is there?

Error: 0x004AA3A1

Type: Crash

Problem 1: special effect nitro, using both nitro, and for the jetpack and boats. The effect is in effects.fxp and effectspc.txd which usually mods special effects exchange these files with new effects, possibly its new effect has problem.

Solution 1: Uninstall your exchanged effects

Problem 2: If you have not changed special effects, can be a model of the problem itself, as exchanged jetpack.

Solution 2: Uninstall the model you were using at the time of the crash in which use such an effect mentioned above. Possibly only happen if the jetpack model ...

Error: 0x0F9416FC

Type: Crash (and sometimes freeze?)

Problem: Save Game error related to the location where it was saved

Solution: Sent by Luiz Felipe: Change the Save Game and avoid saving again in the same place (usually not saved by the original game sites but through mods). You can also use save game editors programs to change the location where it was saved and so fix your save.

Error: 0x006080BC

Type: Crash

Problem: Is there a problem with some animation ped.ifp

Solution: Uninstall any new ped.ifp installed or if you want you can try to mix .ifp files trying to solve without losing animations

Error: 0x6AC579A0 (in "Backtrace" end of the log will 0x00507A6F)

Type: Crash

Problem: Something about the sounds, is sound drivers from your PC or sound packs.

Solution: If you have sound pack, uninstall it, you can not try other things related to the sounds of the game, how to update your sound drivers

Error: 0xE8AC1250 (in "Backtrace" end of the log will have several "unknown" and shell32.dll)

Type: Crash (after a few seconds of the game?)

Problem: Some kind of incompatibility of vehlightsfix.asi

Solution: Fixed to increase his priority in modloader.ini, or put it in a folder and leave this folder a high priority, as "100". [Click here to learn how](#) .

Error: 0x00406034 or 0x00406038

Type: Crash

Problem: .ipl files limits?

Solution: The Fastman92 Limit Adjuster has function to increase the IPL limit, but there is the warning that this causes bugs. I recommend you try to mix the IPL files, taking for example two small IPLs, picking up objects from one and put it in another. Just do not overdo it because there are boundary objects within an IPL, but the limit is great.

The structure of a .ipl is basically as follows:

inst

(All objects here)

end

Error: 0x006F3EF5

Type: Crash

Problem: parked cars Limit. The so-called "car parked generator".

Solution 1: Try installing Fastman92 Limit Adjuster , open the .ini and "#car generators = 500" remove the "#" (to activate the function), and increase the number to about 550, 600 or even more (if you have fetish for parked cars).

Solution 2: Or simply decrease the parked cars, possibly you or mods added many cars parked around the map, even more mods cleo misdeeds that every time that saves the game it creates a new car, so turns a pile of parked cars in their save game, but in the new game or other save will work, so you can take such mods, and if not resolved, will have to leave your save game back and use another like this .

Solution 3: Open the .ini its Open Limit Adjuster and "Vehicles" decrease the value if over 200, leave between 110 and 200. It has already been solved in 130.

Error: 0x004C59CB

Type: Crash

Problem: Is there a problem when trying to get the memory model.

Solution: It has been reported when using the mod "Parachute always on the back." Uninstall it.

Error: 0x00746929

Type: Crash

Problem: There are two GTA SA opened at the same time.

Solution: Go to the Windows Task Manager, find the process of the game and close, then try to open again.

Error: 0x007F05C0

Type: Crash

Problem: Some evil modeled car. There is little possibility of any other model as peds and objects, but generally cars.

Solution: Find out which car (or other model) and uninstall it from your game.

Error: 0x00679FA8

Type: Crash



Problem: Add texture with blood. It was reported when using older versions of Classic Enhanced Graphics and IMFX.

Solution: Download the ECG or IMFX this crash has been fixed

Error: 0x004C686D or 0x004C6637

Type: Crash

Problem: Limit "atomic models" (atomic models), possibly conflicting limit adjusters, using Fastman92 Limit Adjuster with Open Limit Adjuster.

Solution: Try putting a "#" at the beginning of the line "AtomicModels" within the .ini HELLO (limit\_adjuster\_gta3vcsa.ini).

Perhaps then you will have to also follow the crash of the solution below:

Error: 0x004C675A

Type: Crash

Problem: Limit "clustering models" (clump models), possibly conflicting limit adjusters, using Fastman92 Limit Adjuster with Open Limit Adjuster.

Solution: Try putting a "#" at the beginning of the line "ClumpModels" within the .ini HELLO (limit\_adjuster\_gta3vcsa.ini)

Error: 0x007F39F0

Type: Crash

Problem: Something to do with finding textures in .txd the .txd probably could not be loaded for being buggy.

Solution: It has been reported in the mod Freerunning Story 2.25, you can search specifically .txd which caused it and try to fix excepting with Magic.TXD or uninstalling it.

Error: 0x0070BDAC

Type: Crash

Problem: the low car shadow texture in particle.txd

Solution: Check your particle.txd, may have a problem with the texture "shad\_car" or anything else that did not leave this shadow work properly.

Error: 0x00804F51

Type: Crash

Problem: related loading / unloading of a model. It has been reported when using 2 skin.img installed together in the GTA (mod Skin Selector, which also has been updated without needing the img)

Solution: If you have been Skin Selector, check what has been said above, or if you did something (how to install two equal .img etc., an error that usually happens to those who use Mod Loader and installs wrong or twice unintentionally)

Error: 0x0040FB80

Type: Crash (to open the SAMP?)

Problem: It was reported to open the SAMP with samp.exe using different compatibility gta\_sa.exe

Solution: Edit both compatibility, leaving the same or remove them. If you want, there's a video here (in English).

Error: 0x004F1464

Type: Crash

Problem: Problem with the audio GTA SA of Steam.

Solution: Download and install the audio folder . It was not reported which file exactly, but if you can, all, or at least try to download the radio. Also said to delete the following files from the "steams" (even though I found it strange): Adverts, CH, CO, CR, SD, HC, MH, MR, NJ, RE, NJ TK

Error: 0x005D5CA2

Type: Crash on load (half the rod)

Problem 1: (ImVehFt) related to the loading dirt function in vehicles.

Solution 1: Possibly: Delete the folder of your gta\_sa.set in GTA and / or Documents / GTA San Andreas User Files folder, if not, review the complete address of ImVehFt textures folder is less than 200 characters etc.

Problem 2: (you do not is using ImVehFt) Related to load dirt function in vehicles.

Solution 2: Possibly you have added compression ( "compressed") on the vehicle dirt texture (or even other textures) into the models \ vehicle.ide. Do not do this, these textures can not contain "tablet".

Error: 0x015632B0

Type: Crash when loading

Problem: Hit the COL file limit

Solution 1: Make the COL files carry the Mod Loader using a loading line.

Put .col a folder within Modloader (e.g. "Modloader \ any folder \ test.col"), create a .txt file in the same folder and put into .txt "COLFILE Modloader 0 \ any folder \ test.col" , do it with all your .col files (may be all the same .txt). If you do not understand, try reading the same thing explained in another way in the Mod Loader tutorial in the session "Installing COL files."

Solution 2: Use a Limit Adjuster to increase the limit COL (not recommended, can bug the game)

Error: 0x49646550 (the "Backtrace" end of the log will have "0x005A3FDE")

Type: Crash

Solution 1: This has been solved by removing the enterable Hidden Interiors.

Solution 2: This has been solved by using the Crack 1.0 US Compact .

About: This crash can vary greatly, it can be caused by many different things.

Error: 0xE9F712A0 (the "Backtrace" end of the log will be "0x00440973")

Type: Crash

Problem: Car Lantern rendering.

Solution: It has been resolved to uninstall vehlightsfix.asi. Possibly it should have been some incompatibility with another mod.

Error: 0x6F746163 (the "Backtrace" end of the log will be "0x00440973")

Type: Crash (after saving the game?)

Problem: Reload the map. It was reported after saving the game.

Solution: It has been resolved to save the game elsewhere.

Error: 0x1BF1AFF3, 0x03C03981, 0x03A53981, 0x03BD3576 (the "Backtrace" end of the log will have "0x0040ED2B" or "0x00618ED6")

Type: Crash

Problem: Try loading model of a person or car - dependent area in which you are. This has been reported when using the Cop Bikers Overhaul and was possibly bad installation of the model is dff / txd or mod .ide own. If you do not use this mod, same thing, it may be the lack of dff / txd .ide or misconfigured so missing a pedestrian and (rarely) vehicle, usually the crash happens in the absence of even a pedestrian.

Solution: Sent by Luiz Felipe: To correct this crash Cop Bikers Overhaul simply NOT save the game away from home, from within the game without this mod enabled, save in some house and install the mod normally again. If you still crashing, try on another house.

Error: 0x0FEB1341, 0x10C607A1, 0x03323EAB (the "Backtrace" end of the log will have "0x006E2BB7")

Type: Crash

Solution: This has been solved by using the Crack 1.0 US Compact .

Error: 0x72746150 (the "Backtrace" end of the log will have "0x007FE8E7" and "SilentPatch.asi")

Type: Crash (in SAMP?)

Problem: Incompatibility SilentPatch with mod Outfit (weapons by the body)

Solution: Unfortunately, you have to remove. Or perhaps, try to find some solution compatibility.

Error: 0x005D532A

Type: Crash

Problem: Starting the game scripts. It has been reported when trying to start the SAMP.

Solution: In the SAMP, was solved in a way, try: Turn in Administrator mode or as in GTA SAMP off; Possibly also the problem was to save game, as well as water effect mods ( "water effect") cops and overhaul.

Error: 0x004874EA

Type: Crash

Problem: Some mod cleo. Look in your SCRLog.log (install it if you have not and try to play again)

Solution: According AquaVXI, this has been solved including uninstalling smoke.dff files / .txd and smokev.dff / .txd the Unofficial Patch.

Error: 0x00411160

Type: Crash

Problem: It was during the addition of coll (.col) game. Possibly some incompatibility between mods? Something wrong with .col.

Solution: It has been reported when using "PS2 Map + Fixes" + "Vertex Color Fix + 2DFX Effects" + "Farming Mod" (all together) and in this case the solution was to make the mod .col farm be charged per line loading, as shown in "section Installing COL files ". The trouble may be similar, or some incompatibility, and it may be that the correct .COL making be loaded in this manner, or uninstalling such .col mods such as not to cause incompatibility.

Error: 0x004C9239

Type: Crash

Problem: Is there a problem with the handling line. Not Installed? Set wrong? Hit or miss set limit? Anything of the sort. More specifically the flags of the model.

Solution: Check the whole, this crash was reported while trying to add a car without replacing.

Error: 0x0064F8C3

Type: Crash

Problem: Some .ifp File (anim) is buggy; anims missing; poorly converted etc.

Solution: Identify which .ifp is causing it and remove. If it was right to start the game, it was probably some ped.ifp you have installed.

Error: 0x004C9691

Type: Crash

Problem 1: Some conflict with limits? You are using Fastman92 Limit Adjuster with multiple edited settings and Open Limit Adjuster together?

Solution 1: Try turning off (put a "#" at the beginning of the line) the "AtomicModels" within the .ini Open Limit Adjuster. Or if you're patient, try to find out which setting has this problem in Fastman92 Limit Adjuster.

Problem 2: It was a car that you have installed or are modeling / editing?

Solution 2: In this case, the car can be saved missing dummy usually bump\_front\_ok for example. Or exported the .dff with the format "GTA 3" or "GTA VC" instead of San Andreas. Keep an eye on the export ZModeler window etc. It can also be caused because you exported from ZModeler with no visible parts. Try to let all visible parts again and export again (and again, eyeing the format!)

Problem 3: SRT3 / Pink Project (or perhaps any other mod texture, or anything that uses .txd).

Solution 3: Read the crash 0x00732924 or 0x00749B7B

Error: 0x00732924 0x00749B7B

Type: Crash while playing a map of the site

Problem: SRT3 / Pink Project (or perhaps any other mod texture, or anything that uses .txd).

Solution: If the crash was in SF Hospital, download the fix here in MixMods found in posting the SRT and / or Rosa Project . If it was not on this site, tell us if you do not use these mods so the problem is not this, but can also be caused by another mod that modifies .txd, and is correctable recreating the .txd (if you identify which gave .txd the problem there) - all with exporting txd workshop and recreating the .txd with magic txd .

Problem 2: In the case of 0x00749B7B , pick up the models within a model. It can happen for many reasons, such as a script trying to create a person in which the model has not yet been charged.

Solution 2: If you think this was caused by a script that creates a person, remove this script and contact the author, possibly SCRLog.log will show script which caused the problem.

Problem 3: It can be due to a model (usually cars and skins?) Have been poorly adapted, converted or have been saved in another format GTA (eg GTA VC format)

Solution 3: In this case, identify which model of mod is giving this error (the error will immediately loading to appear in the game), uninstall, tell the author etc.

Problem 4: When to load the game after already loaded?

Solution 4: Disable VehLODdist and / or DelayToRead the MixSets function (DelayToRead seems to have fixed and does not cause virtually no harm disable it). If really solve and you are sure, I ask you advise me to try to correct.

Problem 5: It has been reported when using the mod "town\_adjuster.asi" which is the Cops Bikers Overhaul. Apparently because it was the .asi installed without .dff files and .txd of the police skins.

Solution 5: Reinstall the mod, make sure the .dff .txd and the police are actually being charged, or simply delete the "town\_adjuster.asi".

Error: 0x006A4523

Type: Crash (during Tuning Mod?)

Problem: When closing the door of a car, possibly nonexistent.

Solution: If it was during the Tuning Mod , know that in v1.5 or newer has been fixed. If he was not using the Tuning Mod, the Scrlog.log can say the problem (or not), it is very possible it was some mod cleo that controls the doors of the cars.

Error: 0x0045C7D4

Type: Crash (to activate the replay mode?)

Problem: It has been reported that when using SkyGfx and try to activate the replay.

Solution: Do not turn on, or if you inadvertently press the button to activate the replay, you can use MixSets activating the "DisaReplays"

Error: 0x00469FBC

Type: Crash (when loading a save game after saving it?)

Problem: Starting the game scripts

Solution: Delete the folder "cleo \ cleo\_saves"

About: It is recommended not save the game having many installed Cleos mods (or even other mods such as maps). More information on caring for the "health" of your save game [HERE](#) .

Error: 0x00822527

Type: Crash

Problem: shopping.dat with errors.

Solution: Turn the backup shopping.dat, remove this file Mod Loader or replace the original in the Data folder.

Error: 0x004C8F24

Type: Crash

Problem 1: This crash was reported when using the Stream Memory Fix 2.0, which is an extremely old mod and out of use.

Solution 1: Stop using it and use the MixSets and / or Open Limit Adjuster .

Problem 2: Related to the model of a car.

Solution 2: Look for and remove the car (if you can, let the creator of it). Test Car Load help you find the buggy car.

Error: 0x00532B82

Type: Crash

Problem: Apparently a lack of collision (.col) in a model

Solution: Check the installation of mods you have to use .col, may be missing or the wrong .col .col (missing the model of the collision inside the .col)

Error: 0x00486726

Type: Crash

Problem: Apparently hit the limit of models to be loaded at the same time for some cleo script.

Solution: You will need to remove some Cleos mods that create things like people etc. This usually happens when starting the game when you have many mods Cleos misdeeds (mods that carry models soon to start the game, which is a big mistake)

Error: 0x004CE15C

Type: Crash

Problem: Error loading animations pedestrian. Possibly the "data \ peds.ide" is misconfigured.

Solution: Correct the wrong line in peds.ide, thus correcting the animation placed in such pedestrian. If you are unsure how to do this part for the author of the mod. If you edited, review best what you did or back up.

Error: 0x004CE15C

Type: Crash

Problem: Error loading animations pedestrian. Possibly the "data \ peds.ide" is misconfigured.

Solution: Correct the wrong line in peds.ide, thus correcting the animation placed in such pedestrian. If you are unsure how to do this part for the author of the mod. If you edited, review best what you did or back up.

Error: 0x0057FAAD

Type: Crash

Problem: Possibly caused by Widescreen Fix ...

Error: 0xc000007b

Type: Crash

Problem: Lack of any .dll, runtimes etc.

Solution: Check the root of your GTA SA folder if missing some .dll there, a good tip is to copy all the .dll folder from a backup GTA SA and paste in the GTA in trouble, but WITHOUT REPLACING to then only paste They are missing.

Solution 2: Click [here](#) to download the .dll and runtimes that are possibly missing from your PC.

Error: 0x0054F3B3

Type: Crash

Problem: Some map mod poorly done. (.ipl etc., do not map models, possibly)

Solution: Try to identify what and uninstall it.

Error: 0x006FD525

Type: Crash

Problem: Vehicle.txd, more specifically, the textures of the car plates. Also possible to be related to ImVehFt, textures of the plates in ImVehFt \ Plates folder.

Solution: Backup or install another mod that replaces the Vehicle.txd or reinstall ImVehFt, there is a problem related to the loading of these textures.

Error: 0x0046504E

Type: Crash

Problem related to some object, create, catch it as it no longer exists, do something with it. Possibly caused by some cleo script poorly done or poorly installed etc.

Error: 0x0059F8B4

Type: Crash

Problem: Failed to load the collision of .dff. The .col possibly file is not installed or the name within the .COL file is different from the name of the related .dff to it, or there just is not the model .dff name within the .COL

Solution: Check for .COL file for .dff properly installed and running in the game, as well as seeing the modloader.log looking for the .COL was loaded etc. Or check your .COL file to see if everything is in order.

Error: 0x00734E5A

Type: Crash

Problem: TXD missing or incomplete or buggy or some mod tried to load some texture or any model that does not exist.

Error: 0x007F0875

Type: Crash

Problem: Some evil modeled car.

Solution: Look for and remove the car (if you can, let the creator of it). Test Car Load help you find the buggy car.

Error: 0x006A65F6

Type: Crash

Problem: Related to process the suspension of a car problem in his collision.

Solution: Look what car is this problem and remove it, let the creator.

Error: 0x0070BDAC

Type: Crash (after installing SkyGfx?)

Solution: Turn off the Shadows HQ in the .ini

Error: 0x0156CD5C

Type: Crash

Problem: Related to script tries to "catch" someone. If the crash was not during a gang war, it is 100% sure it was caused by some mod cleo.

Solution 1: If the SCRLog is empty or finishing WAIT, then you should find out what that Cleo gave the problem manually. Perhaps it is some conflict or really bad mod done, yet little is known about it.

Solution 2: It has been solved by increasing the number of Vehicles in limit\_adjuster\_gta3vcsa.ini. Allow at least 110.

Solution 3: It has been solved by uninstalling the mod ManualDriveBy Remake .

Error: 0x00811A2A

Type: Crash (to close the game?)

Problem: Some material reflection of a vehicle.

Solution: . Try to identify which vehicle basically this type of error is: If the buggy car load when closing the game (or use load game?) Will crashing, following this u can try to find out what was the vehicle with bug. Remember that just get in the game and go to the street will already carry several cars related to the site.

Error: 0x007C94E7

Type: Crash

Problem: Some buggy model or graphic mod that stirs models. Models of people / pedestrians.



Solution: It was solved by removing the normal map the DK22Pac while wearing Peds Insanity and Insanity Weapons Items. Recalling that use these mods without the mod DK Map Normal work but just do not have the effect of normal map. The same crash has occurred even in other mods using normal map without even having SkyGfx installed.

Error: 0x006E18F6

Type: Crash

Problem: light texture car flashlight. It was reported to install ImVehFt 2.0.2

Solution: Try to make sure it is installed correctly, try not to use Mod Loader to install it, install it manually.

Error: 0x004082B1

Type: Crash (to recruit a member?)

Problem: Related to a person talk to CJ. This crash was reported when using the mod gangfriends.cs , but there are also other possibilities, if you have not used, advise.

Solution: If you use, remove the mod, or try to find out if any other mod is giving incompatibility with this because apparently only some people had this problem.

Error: 0x007C9119

Type: Crash

Problem related to a problem with the operation of a skin. It has been reported when using the mod Skin Selector or parachute mod always in the back along with the Normal Mapping the Ryosuke839.

Solution: If you use the normal map's Ryosuke, uninstall it.

Error: 0x005A3280

Type: Crash

Problem: Load objects in object.dat file

Solution: Identify the mod and uninstall, or if you have two or more files "object.dat" in ModLoader take changes from one and put the other. This site can be useful. There are several mods that use object.dat files like Overdose Effects and some map mods as INSANITY Construction Site by Ezekiel .

Error: 0x006F7524

Type: Crash

Problem: Start the train tracks, possibly problem with the files "tracks \* .dat" folder data \ paths

Error: 0x007FFF12

Type: Crash

Problem: Pick up the image format (usually mods that carry images .png, .bmp, etc.). This crash was reported when trying to use ImVehFt in Windows 10

Solution: It has been resolved by reinstalling the mod folder, but the problem kept coming back.

Problem 2: Similar to the above case, such image (png, bmp , etc.) could not be loaded for any reason, including lack thereof.

Solution 2: Identify and verify mods that use images are installed correctly, for example GTA V Hud .

Error: 0x006D867A

Type: Crash

Problem: Wind speed. Possibly some mod that control the wind of the game? As mods editing rain or own Wind Mod created by me (if set barely .ini can cause this crash, I believe).

Error: 0x005725BF

Type: Crash

Problem: Take the distance between two zones (areas of the game, as neighborhoods)

Solution: Did you change any files that control something of zones? as .zon files or some other?

Error: 0x42480000, 0x42480007, 0x42480008 , 0x42480012 (the "Backtrace" end of the log will 0x0056328C, if not, send it to us)

Type: Crash

Problem 1: If you have any " 0x0040E92F " in "Backtrace" was caused by an object on site. If you do not use ipl mods, map models etc but uses some GTA not downloaded the MixMods send the log explaining.

Problem 2: It has been reported and resolved to update the Ginput (even if they do not make much sense).

Error: 0x004946A4

Type: Crash

Problem: Reported when using the GTA V Skybox

Solution: Remove it, very poorly done

Error: 0x00757D6E

Type: Crash

Problem: Possibly some modeling something (as a vehicle) or graphics mods (as enb series). It has been reported by selecting a part in Tuning Mod, so the problem is that such part.

Error: 0x007F5D85

Type: Crash

Problem: Possibly some modeling something (as a vehicle) or graphics mods (as enb series).

Error: 0x00611D99

Type: Crash

Problem: appearance frequency of a vehicle

Solution: It is a number in the line of vehicles.ide of such vehicle, [click here](#) to see what number, some of the cars must be wrong with this set number, verify

Error: 0x00416C0B

Type: Crash

Problem: Possibly modeling something like a badly shaped vehicle.

Error: 0x004AB7E7

Type: Crash

Problem: Possibly some mod that moves with walking / people or limit people in the game.

Solution: You can try to remove a Cleos mods to control people or use the Open Limit Adjuster .

Error: 0x00731C93

Type: Crash

Problem: .TXD files limit

Solution: Download and install Fastman92 Limit Adjuster ; Open fastman92limitAdjuster\_GTASA.ini; In "FILE\_TYPE\_TXD" remove the "#" in front of the line and increase the value. Can increase significantly, some 500 or 1,000 more.

Error: 0x0E0748C5 or 0x0E3E9AD1 or 0x0FE75A1F (the "Backtrace" end of the log will have 0x006A7770)

Type: Crash

Problem: Reported when using the mod not explode while the car overturned (created by the LINK / 2012) (This mod is also included in MixSets)

Solution: Remove the mod in the case of MixSets, disable the "VehFlpDontBurn" within the Mix Sets.ini

Solution 2: Use NoDEP.asi possibly not help but to help advise!

Error: 0x08265E39, 0x0E2656F3 (the "Backtrace" end of the log will have 0x006ADB85 )

Type: Crash

Problem: Reported when using the mod engaging reverse gear with the MixSets because the MixSets already have this mod included (BrakeReverseFix within the .ini).

Solution: Delete the mod and just let the MixSets

Error: 0x00553927

Type: Crash

Problem: When showing LOD (low - resolution model that appears away from the screen). This problem has been reported when using a mod spines.

Solution: Check your mods that change or add etc models, such as trees or anything else that stirs the game LODs or add new models that do not have log. As I say before, if you have any mod bumps, delete it, it is done poorly and cause this crash.

Error: 0x006CAC47

Type: Crash

Problem: It has been reported when using Enhanced Functions with cars added without replacing.

Solution: Stop using the Enhanced Functions, it is an obsolete mod has been replaced by VehFuncs .

Error: 0x004AA134

Type: Crash

Problem related to particles (special effects)

Solution: Try to remove your mods special effects. This problem has been reported when using a mod xenon (not xenon in cleo because he's just a cleo and does not change the effects of your game)

Error: 0x004F02D3

Type: Crash

Problem: Related to play a sound. It has been reported in the SAMP to shoot close to someone

Solution: If you have not changed the sounds of your game, it can be any other problem related to it, including audio drivers for your PC

Error: 0x004C53A6

Type: Crash

Problem: Apparently some buggy vehicle.

Solution 1: Check your vehicles, Test Car Load can help. Use the carrying vehicles tirelessly as often as needed. A 4 times to have help, but there are cars that are difficult to take a crash, there were reports of cars that only caused crash only twice in 60 downloads!

Solution 2: If you use AVP Reborn: Found by Luiz Felipe: Remove or replace the Police Rancher (copcaru.dff and txd) of AVP Reborn. Recalling that the AVP Reborn underwent updates correcting crashes into other cars too, so download it if not lower.

Solution 3: It was reported to have used two handlings at the same time, it was enough to delete one of them and continue with the other. Ie, may be related to misconfiguration of handling lines.

Error: 0x00571A10, 0x00571A00

About: This can be caused by hundreds of different reasons.

Backtrace: 0x00490B77

Type: Crash during game

Problem: Some mod applied to other tasks peds / NPCs of the game, so hitting the limit.

Solution 1: Identify and remove this mod cleo. You can use the SCRLog for this, but it's basically a mod that controls NPCs. Let the author of the mod to correct it.

Solution 2: Increase the job limit.

Error: 0x909090C3

Type: Crash

Problem: This crash may be due for several reasons. It has been reported as possibly the mod sounds Overhaul (someone else to confirm it?).

Error: 0x00536BE0

Type: Crash (to leave the store in the mission of Ryder?)

Problem 1: Related to catch the center of mass of a model. This crash is known to happen after leaving the store in Ryder's mission and is caused by incompatibility with other Cleos mods.

Solution 1: This crash has been resolved after removing the following mods (tell if yet another): GTA V leakage fire for GTA SA, FreeFall\_IV\_mod\_beta2, Car Wheelie (cram car) Steering (Active Dashboard), Car Health Bar ( show bar with car damage), Max Velo 999.

Problem 2: created vehicle limit.

Solution 2: Use Open Limit Adjuster and increase the "Vehicles = 110", a 150 or 200 is great already. If you had the crash for example mod throwing cars, can increase enough for you to shoot a lot of cars in the game.

Error: 0x005A5A47

Type: Crash

Problem: Related to textures (the player.img?). This crash has been reported when using mipmaps in player.img textures (clothes etc CJ)

Solution: Remove such issues, if you did not do this, try to inform / find out what you did to also give this problem

Error: 0x00650311

Type: Crash while playing

Problem related to the creation of a driver of a random car (the street)

Solution: ? ... I even had this crash and have not figured out anything if you had help also contributing

Error: 0x0040F64C

Type: Crash when a vehicle explodes

Problem: Possibly your mods special effects (effects.fxp)

Solution: Uninstall it. You can also try using the game's graphics in Low which can also fix the problem.

Error: 0x004F0E1C

Type: Crash

Problem: Something related to sounds.

Solution: You are using sound pack? Try uninstalling it to see if it solves.

Error: 0x0070AA31

Type: Crash

Problem: Something about the shadows of the game.

Solution: If you are using shadows extender , you can try to uninstall it.

Error: 0x007F5A3A

Type: Crash

Problem 1: If you have "0x006A2C29" in "Backtrace" end of the log: Poor modeling a vehicle.

Solution 1: Try to find out which vehicle and uninstall it.

Error: 0x006A65EF

Type: Crash

Problem: Some vehicle without collision

Solution: Check your vehicle if you do not know what is, test to see if they work and stop looking for what is the problem or uninstall manually, or all, some of them are with .dff with errors. This should help you find.

Error: 0x0072837D

Type: Crash

Problem: Related to the sprites on the screen (anything added in hud, images, text)

Solution: Try to figure out which mod and delete it, or any mod that added such things on the screen during the crash. This crash was reported to the possible cause: " Hud Aviation " confirmed?

Error: 0x00405CB6

Type: Crash at the end of the rod

Problem: Lack of an IPL

Solution: Make sure miss some IPL to be loaded, is original game or some installed. Generally gta.dat files or some readme comes with IPL load lines within thereby reinstall the mods such or delete them entirely.

Error: 0x00801D58

Type: Crash when closing the game.

Problem: Generally some mods asi do give this error even I do not know why and what.

Error: 0x004C678E

Type: Crash when loading

Problem 1: hit the limit of vehicle types.

Solution 1: This crash has been reported by the vehicles limit and was solved by using a Limit Adjuster, also checking the Limit Adjuster really is working ( need some visual c ++ , as Fastman92 Limit Adjuster)

Problem 2: Some missing vehicle, incorrect vehicle.ide above the required limit lines (usually caused by poorly fastman92 limit adjuster configured).

Solution 2: Make sure your vehicle.ide is correct, not only him, but including vehicle lines installed by Mod Loader. Also make sure you are with all vehicles installed on your GTA correctly and / or try uninstalling cars before installed. If using fastman92 limit adjuster , if "Vehicle Models" setting is set as well. Remember that if you use Open Limit Adjuster you

should put a "#" at the beginning of this line in the .ini fastman92 limit adjuster, as the Open Limit Adjuster sets it automatically for you.

Error: 0x006FEC20 or 0x0D3C1FA0 (0x006FECF5)

Type: Crash

Problem: When rendering the text of the traffic signs (those saying the names of cities etc, roadsigntext).

Solution: Problem with the texture of the letters in particle.txd? you used this texture compression in particle.txd? Cs are using to increase the resolution of those cards? Some of these things may have caused the problem and you should surely check the particle.txd you are using, not adding compression ( "tablet") in roadsignfont texture, leaving Raster Raw.

Error: 0x004DD5A3

Type: Crash when starting the game

Problem: Problem loading the volume. It was after deleting the User Files folder?

Solution: If so, simply enter the game again for the settings to recreate.

Problem 2: Some mod that requires having a complete Audio folder (not RIP), as TTDISA.

Solution 2: [Click here](#) to download the full audio folder for GTA SA RIP

Problem 3: Lack of Audio folder

Solution 3: If you for example delete the Audio folder of the game, will happen this crash, but can also occur cases of conflicts, corrupted files , etc.

Error: 0x004D3FBC

Type: Crash

Problem: Tried to use an animation of an IFP not loaded? IFP buggy and it can not be loaded by the game?

Error: 0x0065ED19

Type: Crash

Solution: This crash has been resolved to clear the folder Mod Loader, removing unnecessary files. But I believe that this has no meaning and was not really because of it

Error: 0x0048C3A9

Type: Crash

Problem: Error while trying to load an IFP. Quite possibly the IFP is not installed on your GTA.

Solution: Check the installation of the IFP. In SCRLog.log should have the script name in which asked the IFP

Error: 0x0057A065

Type: Crash when opening the "Advanced" menu (display of the advanced settings)

Problem 1: It has been reported when using buggy car. Reported with the mod 90s AVP because of the Bandito where spawn after him and go to this menu, will the crash.

Solution 1: Replace the car in which the other does not have this bug.

Problem 2: For some reason it was not possible to identify the video mode.

Solution 2: It has been reported and simply stopped giving the error, by itself, or some mod as it impossible. You can also try to delete the gta\_sa.set the "Documents / GTA San Andreas User Files".

About: If you use 90s AVP Reborn, also read the crash 718604

Error: 0x006BF73B

Type: Crash

Problem related to the collision. This crash was reported to edit vehicles apparently bugou his crash, but remember: it can be a problem of collision objects as well.

Solution: If you installed any vehicle or model, delete it and contact the creator. If you are the creator, review the collision model.

Error: 0x006999EF

Type: Crash while playing

Problem related to objects (as long as poles, fire hydrants to ports and other script-controlled objects), apparently a problem while processing the list of these objects. Viewing with Save Game? Buggy object?

Error: 0x004C4576

Type: Crash

Problem 1: When trying to load the game's original tuning parts. This crash has also been reported when trying to recharge the cars in-game by modloader.

Solution 1: Check the parts and / or carmods.dat, you may accidentally deleted some part model tuning etc.

Problem 2: The file date / gta.dat is absent.

Solution 2: Make sure it is there.

Error: 0x0071A190

Type: Crash

Problem: Source (Print) translation.

Solution: It has been solved by using another Brazilian translation. I believe that download the translation of gamevicio should solve.

Error: 0x006F32C0

Type: Crash when entering the game

Problem: It was reported while trying to add a parked car with an added model car (ie not native game, a car installed without replacing).

Solution: To be able to park cars in the game added without replacing, you must open the .ini Fastman92 Limit Adjuster , look for the line "#Accept any ID generator for car = 0" to remove and put # = 1.

Error: 0x005A5781



Type: Crash when entering the game

Problem: related copy textures. Apparently there is a texture compression, and compression GTA could not bear it. This crash has been reported to put in texture compression

"vehiclegrunge256" the vehicle.txd without the ImVehFt installed.

Solution: Try to find out which is .txd with this crash, uninstall it or open it with the TXD

Workshop, double-click the texture such marked "compressed" (there may be several, or all) and disable "Compressed" it save the TXD and try again (if solving etc, relate to the author).

Error: 0x00537D12

Type: Crash when loading

Problem: you hit the limit of models within a COL file

Solution: Use Open Limit Adjuster

Error: 0x00632D15

Type: Crash

Problem: Related to put an animation sequence in an actor

Solution 1: Some cleo script? see the SCRLog.log

Solution 2: Possibly some other mod (usually cleo) removed to such a person and so the game crashed when trying to add animation someone nonexistent. Try to manually find out which mod did it, since in such cases the SCRLog.log should not help.

Error: 0x00668269

Type: Crash

Problem: Related to make someone walk and stop somewhere

Solution 1: Some cleo script? see the SCRLog.log

Solution 2: Possibly some other mod (usually cleo) removed to such a person and so the game crashed when trying to add animation someone nonexistent. Try to manually find out which mod did it, since in such cases the SCRLog.log should not help.

Error: 0x006EB670

Type: Crash

Problem: problem when trying to water the game, possibly problem in texture "waterwake" the "models \ particle.txd"

Solution: Check this texture, or other textures related to water

Error: 0x006B4220

Type: Crash

Problem: Process the death of a person. This type of crash is common and difficult to understand the reason that, if you've managed to solve this thing, let. It's complicated because it usually occurs randomly, so is difficult to tell whether or not corrected. But I believe you may have to do with some mod cleo harm done to control people.

Error: 0x006E3D9C

Type: Crash

Problem related animations of the vehicle configuration, either in vehicles.ide as at the end of handling.cfg line (remember that the configuration lines of these vehicles may be including some in modloader .txt).

Solution: Identify the vehicle and uninstall inform the author, or if you are the author, try to identify what the problem is, for example if the animation group in handling it matches the name on .ifp vehicles.

Error: 0x007F0C41

Type: Crash

Problem related to some type of vehicle (or in one case, CJ clothing construction)

Solution: It has been reported as incompatible SkyGfx with another mod. See if your case and identify the mod or uninstall SkyGfx.

Error: 0x004D68BA

Type: Crash

Problem: Handle the bike animations.

Solution: It has been reported to run VERY fast, who knows the speed did give error. It can also be anything else related to animations of a motorcycle.

Error: 0x49646550 or 0x42480000 (but what matters is that the backtrace at the end of the log will 0x004091E2 or 0x005641D2 )

Type: Crash

Problem: After to load the game after loading the first or CJ die or else to close the game? And you first installed / uninstalled a mod in-game map by ModLoader?

Solution: By the time the ModLoader have some installation problems within the same game. The crash has been reported to install / uninstall mods Posts GTA IV light of new posts in HD and other must have the same type.

Error: 0x00544BC8 or 0x00542721 , possibly also 0x00542830

Type: Crash (after creating many vehicles in the game?)

Problem: vehicle limit the pool, or physical entities (which includes vehicles and other physical things)

Solution: Download and install the Open Limit Adjuster , if you have already installed and continue the mistakes, go in .ini HELLO, if case the "EntryInfoNode" is disabled, enable it by removing the "#" and allow "unlimited"

Solution 2: (Luiz Felipe) If you are already using Open Limit Adjuster and this crash happens when using cheat exploding all vehicles (CPKTNWT), go in the .ini HELLO, look for the function "EntryInfoNode" remove "= unlimited "and put" = 750 "(or more). If you are using mods maps that add models or anything like that , let "= 1500" to ensure.

Error: 0x0059FE47

Type: Crash

Problem: In the pre-rendering of an object, after adding the size of it, do not know if it was because of the size, but the GTA has a unique crash which makes the game crashing case move the camera from a script by editing size object . This crash has been reported to die with Arms On Floor mod.

Solution: Find out where the crash occurs, possibly such an object is stuck in the game map, so in new game or other save game will not have the crash, the problem is stuck in your save game ( read more here ). If not, some script should have created some object there that did give this crash, find out which script.

Error: 0x0072F4DE

Type: Crash (playing?)

Problem related memory allocation. This crash has been reported by a buggy car.

Solution: If it is the problem with a car, remove it and contact the creator of this issue.

Error: 0x0040890A

Type: Crash

Problem: related loading a texture within a TXD. Apparently the TXD is wrong, or buggy, or absent. (may have more reasons yet)

Solution: Check if TXD are installed, you are right etc etc

Error: 0x004C663B

Type: Crash

Problem: He hit the game objects limit. It's a crash that happens when installing many new objects or many parts Tuning Mod .

Solution: Use Open Limit Adjuster

Error: 0x0040FB80

Type: Crash

Problem related to collisions (coll), possibly hit the game collisions limit

Solution: Use Open Limit Adjuster ?

Error: 0x004C67BB

Type: Crash

Problem: pedestrian models limit the peds.ide

Solution: Use Open Limit Adjuster

Error: 0x006D1080

Type: Crash

Problem: Failed to get the handling of a vehicle, quite possibly the vehicle disappeared from the game and some mod botched just trying to get the handling of a nonexistent car

Solution: Possibly was a cleo and possibly will not generate SCRLog.log for you Cleo know what ... you will have to search which script did give this error manually, unfortunately. If it was a mod of MixMods, advise.

Error: 0x005B6B2F

Type: Crash

Problem 1: Two identical IDs being used in date / vehicles.ide

Solution 1: Check your vehicles.ide or his lines, must have duplicate line or ID already used etc, stuff like that . It may even be a line with misconfigured model absent etc.

Issue 2: Error in carcols.dat, number of color variations, possibly a car is more than 16 colors in carcols line his or vehicles.ide is misconfigured.

Solution 2: Delete the number of the car color variations to leave less than 16, or use any mod that increases the color variations limit. It is also possible that you have installed the colors in the wrong places, putting the lines of two colors which are for 4 or vice versa, if not, install the Mod Loader, it will install the lines correctly for you.

The problem may also be because of misconfigured vehicles.ide review the models and if IDs are all correct etc.

Error: 0x00563289

Type: Crash

Problema1: Error removing one map object, possibly a stuck object in the save game

Solution1: Try to see if another save game or new game no crashes at that location, if not crashed, then you should have saved the game with some scripting mod that adds an object on the map. Click here to download a mod that will allow you to fix this crash, just look for such bugador object to the location and delete it. Or click here to download a new save game and see some tips.

Problema2: It can also be any type of model, as poorly made vehicles (even has slight possibility of skins and clothes).

Solução2: Try uninstalling all your vehicles or try to search which one. If the crash is while playing, try using the Test Car Load to find out which of the vehicles that has the problem.

Problema3: Some necessary mod (? Related objects) is missing in your game. Possibly you have this problem only in a save, and soon after uninstalling some mods.

Solução3: Replace the mod you uninstalled possibly the game needs it.

Error: 0x004A2CF3

Type: Crash

Problem related to particles apparently hit the particle limit or some other problem on the particles / special effects / fx.

Solution: Remove the mods which can increase the number of game particles (such as THIS ) and / or decrease the graphic, for example + High does create smoke at a higher intensity

Error: 0x007F120E

Type: Crash

Problem: Frame not found. It can be caused by some 40 reasons as buggy model or script controlling anything from a car. It has been reported to try to try to tune up a car unprepared pro

tuning. Possibly the crash can happen to get near a garage with a car with tuning parts not supported there.

Solution: Check your mods and templates. In case of crash because of some tuning in a car that does not support, simply do not tune or try setting his carmods.dat line correctly because apparently the lines are incorrect. It has also been reported when using the mod to remove the windshield, on motorcycles, in which he had no windshield (as may be any other mod that removes vehicle parts)

Error: 0x004D41C5

Type: Crash (when trying to enter a vehicle?)

Problem: Problem in animation into a vehicle, may have been you or someone on the street (if the crash was during the game without you enter a)

Solution: Try to figure out which vehicle (if you know) and check the lines vehicle.ide and / or .ifp (if you edited a .ifp, you may miss some animation in it). This crash has even been reported when using the F-14 aircraft, but apparently by a plane of the problem itself, where you need to get it from the right side but gives this crash here.

Error: 0x007F3737

Type: Crash

Problem: Loading the textures of a TXD (TXD with some problem?)

Solution: Check your TXD

Error: 0x006F785F

Type: Crash

Problem: Creating a train. It has been reported when using multiple mods scripts related to trains at the same time.

Solution: Uninstall some Cleos mods trains, avoid using various mods scripts for trains at the same time. It may be that other mods type also cause such problems, as I said, creating a train, if any messes with trains creations, may be some conflict.

Error: 0x004F1464

Type: Crash in some situation which carries a song, such as radio or within an interior

Problem: Related to load some music (division by 0)

Solution: Remove songs if you add any? Bad edition of GTA SA RIP? The game came buggy? If you have crashes on missions even without mods, can be your GTA that is buggy, need to download another (download [GTA SA here](#) ). In the case of GTA of Steam, it has been reported to make a bad downgrade (downgrade without using the tool).

Error: 0x007F39FB

Type: Crash (to update the in-game mods for the Mod Loader?)

Problem 1: Loading of a texture (within TXD). Possibly problem with the Mod Loader when using more than 1 hud.txd

Solution 1: Delete other hud.txd the Mod Loader, use only one.

Problem 2: Could not load some clothes .txd or vehicle.txd. Then or some paintjob of a car.

Problem 3: For some reason has been solved taking effects of FxaaTool.

About: It can be anything related to "load a texture from a file .txd" therefore can be caused by hundreds of different reasons, only one thing is certain: there any wrong .txd there possibly buggy or missing some important texture, stuff like that .

Error: 0x00745AA5

Type: Crash

Problem: Downloading of video modes. This crash is related to the same problem 57A065, ie read that crash he can solve.

Error: 0x005FD54D

Type: Crash (usually during the gameplay at any time)

Problem: Creating a pedestrian.

Solution: Look what the pedestrian skins is the problem and remove it. If you want to contact the creator of it. Strangely already been solved for being incompatible with Trees Remove + Left 4 Theft .

Error: 0x0074A4C0 or 0x0074A4C4

Type: Crash (in Tuning Mod?)

Problem: Removing a 3D entity, quite possibly crash Tuning Mod in the part selection after installing a piece wrong or is buggy

Solution: If it was a piece, remove it, contact the creator of it or check its installation. You say what was the play here in the comments should also help

Error: 0x004D464E

Type: Crash

Problem loading the lack of animation on the weapon.

Solution: It may have been caused by editing the weapon.dat changing the file .ifp gun, but also trade in default.ide (which is the file where the gun is loaded and its .ifp). As may have been caused by a script that tried to put the gun on someone, but the gun was not loaded, and so will this crash. The best is to identify which is giving this mod (following the details I just said) and to contact the author of this mod to fix it making the necessary .ifp file is loaded into such a weapon (or the weapon itself is loaded in the game's memory).

Problem 2: A new line of weapon.dat without fastman92 limit adjuster installed and configured.

Solution 2: If this is your case, identify, look if you have any installed gun line (either weapon.dat or .txt files containing lines of it), remove or install the fastman92 limit adjuster, set it properly etc.

Error: 0x0080D5EF

Type: Crash (after blasting many cars?)

Problem: Transforming a 3D point

Solution: It may or may not be explanatory models of cars or explosions of some mod systems (usually Asian). Try to start the game in Windows XP SP3 administrator and compatibility mode (this has solved the problem of a person)

Error: 0x00405CA4

Type: Crash when loading

Problem: Error with binary IPLs. Wrong ID.

Solution: Correct or remove (new case) binaries IPLs (within .img or Modloader)

Error: 0x0053C1F5 or 0x0053E986

Type: Crash

Problem: Lack of NewOpCodes.cleo ? Some mod ask for it and you do not have?

About: Try to download it and install it in your cleo folder.

Error: 0x007F18CF

Type: Crash

Problem related to a matrix, possibly a model.

If you have a 0x004AAFCC, 0x0053C1F5 and / or 0x0053E986 is related to particle / special effects (there are also other possibilities to be).

Solution: It has been reported due to a botched car, it was enough to identify and uninstall the car, Vehicles Test can help.

Error: 0x004F0E67

Type: Crash

Problem: Possibly problem of sound from your PC, DirectPlay, or using mod sounds of Mobile.

Solution: Read Error: Dsound.dll (Ctrl + F)

Error: 0x004AA4C8

Type: Crash

Problem: Special Effect (effects.fxp) not found or missing.

Solution: Check your effects.fxp possibly you traded for some in which lack any effect or are using a mod that uses an effect on what is missing within your effects.fxp.

Error: 0x00705D48

Type: Crash

Problem related to the processing of dynamic shadows.

Solution: Uninstall any mod that moves them, or turn them off with MixSets or SkyGfx, or simply leaving the game on the Low setting.

Error: 0x00826360

Type: Crash

Problem: When trying to read some text, the text did not exist. It can be for several reasons.

Solution: It may be caused by the foul line in timecyc.dat, or misconfigured timecyc.dat. Try to open it and see if any fault line in the settings of hours, or simply uninstall, install another etc.

Error: 0x008214E4

Type: Crash

Problem: Error when trying to load some line handling. Possibly your handling.cfg is wrong or any handling lines installed in your game can be with a problem in which they did not be read.

Solution: Check the lines, uninstall them to see if any fixes or things.

Error: 0x007F0BF7

Type: Crash

Problem: Frame not found the child, usually occurs when trying to install one piece tuning in a vehicle which does not support.

Solution: If the car has been downloaded, check the line installation carmods.dat or avoid tuna it. If the crash was near a garage of a house, it means that the car before unless there has parts in which your current car (replaced) does not support, return your game to the previous state (with the same car model in which it was except in the garage) or edit your save game to remove the car it, or avoid going near this garage.

Error: 0x004082C0

Type: Crash when loading a save game

Problem: Possibly the save game is not compatible with your .exe or main.scm

Solution: If the save was not made for Crack 1.0 US , recommend downloading another save. Also try [clicking here](#) and download the original main.scm.

Error: 0x004C720C

Type: Crash (to go street or after a while playing?)

Problem: This has been reported with the Tuning Mod v2.

Solution: If you use Tuning Mod v2, know that the problem has been fixed in version v2.1. You can also re - download IndieVehHandlings.cs updated with the fix.

Error: 0x004C705A 0x004C7170

Type: Crash (after loading a car in the Tuning Mod v2?)

Problem: This has been reported with the Tuning Mod v2, usually just to

Solution: If you use Tuning Mod v2, know that the problem has been fixed in version v2.1. You can also re - download IndieVehHandlings.cs updated with the fix.

Error: 0x005381A5

Type: Crash

Problem 1: Incorrect IPL or buggy model (crash when trying to load a resort an IPL). For reports, this also has to do with mods and saved game

Solution 1: Check the IPLs or models. If the problem is the save, try using the delete objects



Problem 2: It has been reported when using the Open Limit Adjuster not configured for Project2dfx.

Solution 2: In case the Project2dfx comes with an Open Limit Adjuster configured properly for it, you need to use it, remove another Open Limit Adjuster your GTA (if two) and let the own Project 2DFX.

Error: 0x00465CC8

Type: Crash

Problem 1: A script attempted to add a task at some nonexistent actor.

Solution 1: Possibly a cleo script, try to identify it. SCRLog.log can help.

Issue 2: Did you use Skin Selector while wearing DYOM.

Solution 2: Do not use.

Error: 0x00553F71

Type: Crash

Problem: Related to map rendering.

Error: 0x00534134

Type: Crash in game loading

Problem 1: The same ID being born in different models, very common to install different map mods with authors who do not care about compatibility. If you had that crash after installing a piece in Tuning Mod it was why two parts (or more some other different mod) are using the same ID, tell the author and / or follow this tutorial to correct the mismatch .

Solution 1: Review your new IDE files, some may be using the same ID on the other. In most mods (no scripts) you can simply open and change the ID for some other free ( [click here](#) to view the list or use this tutorial to correct the mismatch ).

Problem 2: COL improper (or missing)

Solution 2: COL: Review COL is being loaded in or IMG Mod Loader if IMG also review IMG is being loaded in or gta.dat Mod Loader. To install a COL in Mod Loader correctly, follow the Tutorial Mod Loader in part where he talks about .COL installation

Problem 3: Object with LOD was removed.

Solution 3: Remove a map object that contains LOD, using both file \* \*\_stream .ipl is necessary (within the gta3.img) as .ipl the date folder / maps. If you for example remove an object only in the file \* \*\_stream .ipl but also remove the .ipl the date folder / maps, cause this crash. What can also occur when installing a mod, for example you already have a mod amending that .ipl file, so this required file will not be loaded and will cause this crash. You will need to check if the files are all installed and loading (you can consult modloader.log to see if it is being loaded, now has another same file installed etc). Alternatively, if you are creating a map mod, you can move the object to the basement instead of deleting it,

Problem 4: You are with some .img the game open in any program, as Alci's IMG Editor.

Solution 4: Close it.

Error: 0x0040E179

Type: The freeza game to look at an object

Problem: TXD (? Or other resource (except DFF)) is not present in the IMG.

Solution: Add the TXD in IMG or remove the IDE / IPL related object.

Error: 0x005B51F7

Type: Crash

Problem: related to IPL. Some IDE is missing. Possibly the load lines are not installed or .IDE file is misspelled.

Solution: Fix the gta.dat or check if the gta.dat or loading line is present inside the loader Mod. Also check that the file related to such .IDE .IPL is properly configured with the necessary objects for .IPL within the "objs ... end."

Error: 0x005BA12B

Type: Crash

Problem: Broke resorts IPL limit (1000) - Maximum rows in the "inst" within some IPL file.

Solution: Increase the limit IPL resorts with some Limit Adjuster or try to split an IPL in others.

Error: 0x005DC425

Type: Crash

Problem: Incorrect collision material (of inappropriate material ID).

Solution: Fix the material ID in the COL file.

Error: 0x006E9248

Type: Crash when looking at the water

Problem: Related to water (incorrect water.dat?) (The rendering of water). Division by 0.

Solution: Correct the water.dat.

Error: 0x006F5702

Type: Crash

Problem: Many objects? Some unknown limit.

Error: 0x007ECABB

Type: Crash while a textured TXD is charging.

Stack: 0x4CDCDE> Error

Problem: corrupted texture format (problem with low resolution textures). This can be caused by WTD2TXD tool.

Solution: Correct the TXD. Check that the low - resolution textures are marked with compression (compressed, DXT).

Error: 0x00000000

Type: Crash

Problem 1: Some cleo script

Solution 1: Use the SCRLog.log to find out which

Problem 2: If SCRLog.log is empty, was possibly bad installation rid cleo.

Solution 2: Download and install properly.

Problem 3: (?) (?) In Modloader.log at the end of the file there is a "Backtrace" beneath him in the first or second line may have some .dll file, possibly the problem should be this .dll

Solution 3: Look for the .dll on this page

## SCRLOG

By commands:

Last command: [0001] WAIT

Type: Crash

Problem: The problem is you. Read the better the SCRLOG page , we have been talking about the [0001].

Last command: (Some Bitwise): [0B10] or [0B11] or [0B12] or [0B13] or [0B14] or [0B15] or [0B16] | (Some .ini): [0AF0] or [0AF1] or [0AF2] or [0AF3] or [0AF4] or [0AF5] | (Some file): [0B00] or [0B01] or [0B02] or [0B03] or [0B04] or [0B05]

Problem: Apparently you are installing the cleo bookstore in incomplete

Solution: Download and install it using this link

Last command: (NewOpcodes.cleo): [0D01] or [0D02] or [0D03] or [0D04] or [0D05] or [0D06] or [0D07] or [0D08] or [0D09] or [0D0A] or [0D0B] or [0D0C] or [0D0D] or [0D0E] or [0D0F] or [0D11] or [0D12] or [0D13] or [0D14] or [0D15] or [0D16] or [0D17] or [0D18] or [0D19] or [0D1A] or [0D1B] or [0D1C] or [0D1D] or [0D1E] or [0D1F] or [0D20] or [0D21] or [0D22] or [0D23] or [0D24] or [0D25] or [0D26] or [0D27] or [0D28] or [0D29] or [0D2A] or [0D2B] or [0D2C] or [0D2D] or [0D2E] or [0D2F] or [0D30] or [0D31] or [0D32] or [0D33] or [0D34] or [0D35] or [0D36] or [0D37] or [0D38] or [0D39] or [0D3A] or [0D3B] or [0D3C] or [0D3D] or [0D3E] or [0D3F] or [0D40] or [0D41] or [0D42] or [0D43] or [0D44] or [0D45] or [0D46] or [0D47] or [0D48] or [0D49] or [0D4A] or [0D4B] or [0D4C] or [0D4D] or [0D4E] or [0D4F] or [0D50] or [0D51] or [0D52] or [0D53] or [0D54] or [0D55] or [0D56] or [0D57] or [0D58] or [0D59] or [0D5A] or [0D5B] or [0D5C] or [0D5D] or [0D5E] or [0D5F] or [0D60] or [0D61] or [0D62] or [0D63] or [0D64] or [0D65] or [0D66] or [0D67] or [0D68] or [0D69] or [0D6A] or [0D6B] or [0D6C] or [0D6D] or [0D6E] or [0D6F] or [0D70] or [0D71] or [0D72] or [0D73]

Problema1: NewOpcodes.cleo not installed, make sure that this file is inside your CLEO folder.

Solution1: Download and install the latest version of NewOpcodes created by DK22Pac. Click here to download.

Problema2: Even installed it can cause problems apparently crashes without reasons.

Solução2: Or stop using mods or try to find the problem, perhaps install / reinstall msvcp100d.dll and msucr100d.dll ? I do not know much about such solutions, tell us if you find more solutions!

Last command: [0B20] or [0B21]

Problem: Apparently you do not have the file in ClipboardCommands.cleo cleo folder or Modloader

Solution: Download and install it using [this link](#) (if for no Tuning Mod, know that in his download comes this file, check the installation of mod.)

Last command: [038B]

Problem: Loading a model

Solution: Some model that uses such mod cleo is missing or buggy in your GTA. Within the scrlog.log above the last command you possibly see a "REQUEST\_MODEL" with a number in front of the number in front is the model ID (whether car, pedestrian or object). Check the problem, especially the installation of mod.

Last command: [0541]

Problem: Apparently the problem Mod Shell

Solution: If the mission was Learning To Fly, install the fix that comes with the download Mod Shell here in MixMods (currently it already comes with the fix together). If it was not the mission, possibly it was some mod cleo that controls / add weapons in a vehicle, so only manually correcting the cleo or deleting it.

Last command: [0AA5] [0AA6] [0AA7] [0AA8]

Problem: Some function has been incorrectly called the mod.

Solution: It is highly possible that the reason was the arguments passed to the function and you have to hire the author. If you are experienced and the author, see the modloader.log the address, and the last (list of former) addresses in Backtrace, reading the .exe those addresses to try to understand what the arguments had trouble. The value of "Access violation reading location" is also very important as it literally shows what value was read, so you can know for example if you have spent any null argument.

Last command: [0AAA]

Problem: It may have been caused by some script mod you used the wrong way opcodes functions such as 0AA5:

Solution: If so, you should totally ignore what script that caused the crash in 0AAA, it may be that the error came from a totally different mod.

By scripts:

script noname

Mod: No (serious)

About: It was main.scm error (original script GTA) if you are using regular main.scm (with missions in the game etc), crashes can happen for example in the gym, it was an error of Rockstar (or incompatibility with other mod? ?). Detail SilentPatch corrects some errors of these. It may also be some rare cases of mods, where if you have no way to identify him.

nebo script

Mod: Skybox

About: It usually has a bloody crash, sloppy script, I do not recommend using, unfortunately.

newsvan script

Mod: Steering (Active Dashboard)

About: If you die inside the car it is because you are old version steering. Download the latest version of the Steering MixMods .

suspension script

Mod: Air Suspension v1

About: Usually mod crashes with the last command: "[81F3]" was my mistake even from the time I was noob ... to avoid this crash, just always turn off the air suspension when leaving the car.

script tuning

Mod: Tuning mod, or possibly another mod that has the name "Tuning"

About: It was really Tuning Mod? Please send us SCRLog here in the comments put him at [pastebin.com](https://pastebin.com) and sending us the link to try to fix.

An script Horn

Mod: Horn Anim (horn animation)

About: It has been fixed. Download again .

mydak script

Mod: Do not hit women v2

About: crash was reported in this mod in the last command [051A] and who was actually incompatible with other mod cleo.

Djjr Ca script

Mod: Djjr Car spawner

About: Try spawn train / boat? This will be fixed in Djjr Car Spawner v1.1. For now to correct just leave "PutOnVehicle = 1".

intro2 script

Mod: No, actually it was in the script of the second mission of the game which is often caused by incompatibilities with Cleos mods.

About: Read the "Issue 1" crash "0x00536BE0" (ctrl + f and search for it up there on the list)

nanava script

Mod: on / off motor. It has been removed from MixMods, remove your GTA, it really is poorly done.

Others

Error: modloader.asi

Type: Crash

About 1: If you crash after a few minutes playing: Usually this problem is caused not by the Mod Loader, but by ImVehFt. The error is not the Mod Loader but how was created ImVehFt, try uninstalling it or use version 2.0.8 of IVF to see if it resolves, if not solve or do not use IVF then the problem really is another. ...

About 2: Also you may be wrong with the Mod Loader, misconfigured etc, review these questions if you configured.

About 3: Send modloader.log to see, the .DLL shown at the end of the crash codes gives to also have a sense of what type of file that the modloader gave error when trying to load. So if you have the .dll .... So please, but there is no promise that it will solve, crash in modloader can be many, many reasons that are difficult to know exactly why ...

Error: std.stream.dll or STDSTR ~ 1.DLL

Type: Crash

About: It may be some script that attempted to load a nonexistent model, for example a script that uses an animal model and create using cleo, if the animal model is not installed will give this dll crash. This crash can also be easily found when using the Skin Selector to poor installation of skins, how to install skins with very big names (in the Readme warned to use names with a maximum of 7 letters). Not only skins, in short, this crash is caused by models in general and also not only scripts can also be caused by missing the map mods .dff files .txd and .col etc., usually lack these files in a mod causes crash this dll.

Error: V\_HUD\_by\_DK22Pac.asi

Type: Crash

Problem 1: Start the game?

Solution 1: Check the installation, reinstall the mod, check the resolution of the game etc., you can try to remove the GTA San Andreas User Files Document folder.

Problem 2: When selecting the clothing Skin Selector menu?

Solution 2: ... Maybe the mods are actually incompatible ...

Error: imvehft.asi

Type: Crash

Problem 1: crashes randomly during the game? After playing a few minutes?

Solution 1: Try to install the old version (at the end of this post ).

Problem 2: Crash when starting?

Solution 2: Do not install it inside the Mod Loader. Have GTA SA installed on some not very long folder, leave the folder of your GTA in the Documents or any unit you have very long folder addresses can beat the loading limit of the files of this mod.

Problem 3: Crash on Windows 10?

Solution 3: Try to start the GTA in Windows 7 or Windows 98 compatibility mode, and administrator mode. Let me know if solved!

Error: std.bank.dll

Type: Crash

Problem 1: Some sound. This DLL is the Mod Loader, but may not necessarily be the problem Mod Loader.

Solution 1: If you edited the sounds of your game, whatever there is the way, back up, and as always, if not help, move the GTA folder to the Documents and try again.

Problem 2: Possibly problem of sound from your PC, DirectPlay.

Solution 2: Read Error: Dsound.dll (Ctrl + F)

Error: D3DXAPI.asi

Type: load failure or crash

Solution 1: Download and install DirectX End-User Web Installer (this download will update for all DirectX from your PC then you can also fix other problems)

Solution 2: Download and install the Visual C ++ 2013 redistributable

Solution 3: If you have the Plugin.dll in your GTA, delete it. If say that Plugin.dll is missing, update the mods that need it, as they have been updated and should no longer use Plugin.dll in your GTA.

Error: TM.asi

Type: Load Failure

Solution: Download and install the Visual C ++ 2013 redistributable

Error: KERNELBASE.dll

Type 1: Crash

Problem 1: It has been reported when using the peds pack in HD

Solution 1: (sent by Luiz Felipe) If you are using mod "Whole Load Map" with the "Peds Pack HD," go in the .ini (Whole Load Map) and function "LoadPeds" if you have to "1 "put" 0 "because apparently some (s) pedestrian (s) of this pack has a problem and to load it (s) of the error. If the problem persists thus giving error while playing, it may be precisely because some model is buggy and so it is good to look for which one or remove the entire pack.

Type 2: Crash when trying to open the game, with this window .

Problem 2: Possibly problem of sound from your PC, DirectPlay.

Solution 2: Read Error: Dsound.dll (Ctrl + F)

Type 3: Crash when installing a mod grams with SkyGfx installed

Problem 3: Incompatibility gram models.

Solution 3: Disable the "ps2grassFiles" the SkyGfx1.ini (and other .ini it)

Error: bass.dll

Type: Any error message related to it, or it is missing from your GTA after uninstalling the SAMP.

Solution: Download the bass.dll [clicking here](#) , install the x86 (32-bit). I recommend downloading even if you are not the problem, because some mods that use sounds or .dll SAMP may have problems etc.

Error: quartz.dll

Type: Crash

Problem 1: Related to Pluguin LAV Video

Solution 1: (sent by Guto Rock) in Start Menu> Programs> K-Lite Codec Pack> Configuration. Click LAV Video. In the tab "Formats", clean boxes corresponding to the MPEG1, MPEG2 and MPEG3. Apply and OK. (tested on Windows XP and Windows 10).

Problem 2: It has been reported to install mods in the root folder of the Mod Loader instead of installing into folders within it, which is a mistake.

Solution 2: Do not install mods files leaving "GTA San Andreas / modloader /", always install the files in "GTA San Andreas / modloader / some folder." More information soon in the post download Modloader .

Error: colormod.asi

Type: Crash

Problem: It has been reported to be incompatible with Project2DFX. Even if it does not make much sense and even I used a lot the two together and never seen problem, but you can try to uninstall either of them to see if correct. It has been reported soon crash to start the game with the two together. As can also be incompatible with any other mod, or even incorrect installation of Color Mod.

Error: igdumd32.dll

Type: Crash

Problem: This .dll is Intel Graphics (your video card) ...? Update drivers? remove graphics mods (in which use .asi or .dll) ...?

Error: Dsound.dll

Type: Crash or error opening

Problem: DirectPlay

Solution 1: Use SilentPatch

Solution 2: (sent by Luiz Felipe): Install DirectPlay, going to the Control Panel> Programs and Features> Enable or disable Windows features (in the left window)> go on legacy components



and check the DirectPlay box> install and restart the computer (tested on Windows 8.1 and solved).

Error: normalmap.asi or NORMAL ~ 1.ASI

Type: Crash

Problem 1: video card does not support? If your video card is very old, this is possibly the problem.

Problem 2: Wrong installation? Avoid Mod Loader to install mods Ryosuke like this here.

Error: colormod.asi

Type: Crash

Problem: Incompatibility with Project2DFX

Solution: Desintale or he or Project2DFX, as always, confirm that corrected or no warning in the comments.

Error: cleo.asi

Type: Crash

Problem: Some cleo script

Solution: Look in your scrlog.log the crash should be there, if not, send it by explaining that you have looked and not etc.

You're not the scrlog.log installed? Next time you have it! Read how to install and use SCRLog to find out which mod cleo has the problem . (please do not send the modloader.log this case)

Error: msvcr100.dll msvcp100.dll msvcr110.dll msvcp110.dll msvcr120.dll msvcp120.dll  
msvcr100d.dll msvcp100d.dll msvcr110d.dll msvcp110d.dll msvcr120d.dll msvcp120d.dll  
d3dx9\_26.dll d3dx9\_43.dll d3dx9\_40.dll

Type: He asked DLL or a problem with it.

Solution: Click here to go to the post with the download of all of them.

Error: STREAM ~ 1.ASI

About: Stream Memory Fix? If you use it your GTA is outdated. As I always say, avoid riding your GTA in other sites outside of MixMods, Stream Fix Memory is something there in 2007, currently it is replaceable by other much better and things like MixSets Open Limit Adjuster. Click here to post on how to build a good GTA .

Error: d3d9.dll

Type: Crash

Problem 1: As you may already know, is the .dll used for various things, especially enb series, then it sets in for WHAT you used it (where 99% of people use it as enb series or has come in the game installation ). It may be that your PC does not support the ENB Series mod or other graphic that uses this dll, but there are mods that are made using this dll, super old mods beyond the release of GTA SA in which ended up using this .dll to create the mod totally obsolete now thing, stop using such mods. If you do not use enb series or other mods this dll,

should be correctable updating your DirectX Runtime , and then immediately, if you have this dll installed on your game, delete it (or not).

Problem 2: If crashed on a mission, strangely can give crash this dll and the solution sent by Luiz Felipe says simply you have to skip the cutscene pressing Enter. Can be caused by some buggy caption or other text on the screen, usually for translations or mods in this case, it is best to contact the creator and / or disable subtitles or skip the cutscene if possible. Translation of Gamevicio have this crash, to our en translation not.

Issue 3: If you crash in the Advanced menu of the graphics of the game and you are using 90s AVP Reborn, was caused by his Super GT and the solution is simply to cash this car. Just as you may not be using the AVP 90s but being with the same car or another car with the same problem, that is, if this crash dll in this menu can be any drive installed in your GTA.

Issue 4: During any explosion? Using some mod as Remastered Effects ? If you have any 0x007FDE14 and / or 0x007FE7DC and / or 0x004A140A the "Backtrace" end of the log, it may be caused by the IgnoreWater MixSets (or even FreezeHour). So if you have enabled, configure these functions to -1 in MixSets.

Error: ntdll.dll

Type: Crash

Problem: Reading any files whatsoever.

First of all, if the crash occurred when opening the game, just try to open it once or twice it should work. It's strange and I still do not know why, I also wanted to know how to fix. But this same error may be caused by other things:

Solution 1: In the top line of the crash will address the last file read, for example: "Loading default object types" data \ maps \ veh\_mods \ veh\_mods.ide "" in this example possibly crashed while trying to read the file veh\_mods. go check it. If the last file to be a .txd quite possibly not was no problem in it. Also often can not have anything to do, for example, if you enter a shop will show that the "shopping.dat" was born last but by no means to say that the crash was in this file too, so suspicious, not sure, but still try to check them, especially if the crash was trying to open the game.

Solution 2: Check the permissions of Windows and reading of files can be any file, folder is the date or some mod. I always recommend using the GTA in the Documents and Program Files not, correct this and other problems.

Solution 3: If crashed when selecting radio "User Tracks", delete the file "sa-utrax.dat" the "Documents / GTA San Andreas User Files" folder. It is also possible that some .mp3 there is wrong with coding, GTA SA only accepts the LAME MP3 format. According to "M\_Morgendorffer" the crash in ntdll.dll in User Tracks radio also has to do with the current versions of CLEO 4, and the more script mods CLEO you have, most often cause crash to listen to music in the User Tracks. In this case, or wait for an update of CLEO, or simply uninstall the songs from the User Tracks and use alternative mods to listen to music, as MDPMv5 or ATP. Also said address by selecting the radio the pause menu instead of selecting during gameplay, confirmed that solves it?

Solution 4: If the SAMP crashed, make sure it is labeled "SAMP Fix" in the .ini ImVehFt. Or if a file required for the operation of the SAMP is missing (in this case reinstalling SAMP help)

Solution 5: If you see followed by an error window "std.asi: translator.SteupASI failed to identify caller ASI" is because it was incompatible with one another .asi, .asi mods that modify the same as the other. I believe this has been due to vehlightsfix.asi with silentpatch.asi, as both correct some of the same things, but this was only a kick and also only an example.

Problem 6: Action\_x86.dll incompatible with ntdll.dll.

Solution 6: Switch to a resolution with 32-bit color.

Problem 7: When entering a country? According to Luiz Felipe possibly you use the mod HiDefCam.asi, took a picture with streaming memory (memory stream) on the edge and then entered in an interior in which did cause the crash.

Solution 7: Uninstall HiDefCam.asi.

Problem 8: After minimize the game?

Solution 8: Pause the game before minimize, or has already paused, it may be the mod SAGrading (colorcycle) .

Solution 9: Try installing Improved Fastloader .

Solution 10: Missing stream.ini file in the game folder.

About: This crash is very common, it happens a lot, and if you find ANY solutions, please speak.

Other problems:

Error: Freeze (usually flying with Hydra)

Solution: Open the game in Windows XP SP2 compatibility mode and administrator mode. It may be a mod, do not know which.

Error: Game not reinstalling

About: Trying to use the installer but he already identifies that the game is installed?

Solution: Open the Start menu, type regedit and open the regedit.exe. Go to HKEY\_LOCAL\_MACHINE -> SOFTWARE, there will have a "folder" Rockstar Games, and in GTA San Andreas with a "key" within it. Delete key or the very "GTA San Andreas" folder. If not found, look inside the HKEY\_CURRENT\_USER.