Posted by Knight on Sun, 30 Oct 2011 23:34:04 GMT

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I setup a FDS + BRenbot with 4.0 updates. I have the server running and BRenbot running. I join the (I have 4.0 client side updated/installed) server and i get this error...

File Attachments
1) game2 2011-10-30 18-32-53-31.jpg, downloaded 1305 times

Admin Message from Host

Invalid C&C_Under.ldd found
anti-cheat

Subject: Re: Client/Server problem
Posted by StealthEye on Mon, 31 Oct 2011 12:27:24 GMT
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Download the clean map files from http://ren.game-maps.net/tt/ or use those you have on your client, and it should work.

If you are intentionally running different versions, use achash.exe to hash the client files (only those that you modified on the server) and put the hashes in data/anticheat.ini. Note that you may also need to extract the mix files and hash their contents. More details are on the server owner guide and the anti-cheat page on the TT wiki.

Subject: Re: Client/Server problem
Posted by Knight on Mon, 31 Oct 2011 22:44:59 GMT
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Alright. Downloaded all the maps from the site. Put them in the Data folder(server). Joined Server, Don't get the error anymore. TT Doesn't include those maps in the installation(server side)? I'm running the Beta 2(server side). Also have my TT 4.0 Client Side updated fully.

Subject: Re: Client/Server problem
Posted by StealthEye on Tue, 01 Nov 2011 11:12:46 GMT
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The server package does not include the stock files, because they are quite big altogether, and servers may already have them anyway. I guess it would be appropriate to make some note in a readme.txt file or something though.

Subject: Re: Client/Server problem
Posted by Knight on Wed, 02 Nov 2011 01:12:50 GMT
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Yeah maybe that be a good idea

Also ran into another Server problem. I noticed that my server crashes about every 12 hrs. Is there a log that shows why it crashed? Or a log that I can create so I can find out why it's crashing? I usually check up on my box every 12+ hrs to see if everythings ok, and thats how i noticed it crashed around that time.

Subject: Re: Client/Server problem
Posted by StealthEye on Wed, 02 Nov 2011 11:17:22 GMT
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If it created a crashump in <fds dir>/Renegade/FDS/debug/ then please upload it. Check the memory usage too; others have reported that there is a memory leak on gameover which may cause crashes eventually.

Subject: Re: Client/Server problem
Posted by Knight on Wed, 02 Nov 2011 17:19:15 GMT
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There's no debug file, so that means it's not crashing? Just some other problem? I have no idea how to look for a memory leak lol. I'm not the geeky! lol!! ...Thanks for the help so far {^_^}

Subject: Re: Client/Server problem
Posted by StealthEye on Thu, 03 Nov 2011 22:57:28 GMT
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I'm not sure why it's crashing if it's not generating a dump. I am guessing it is indeed the memory leak then. We're working on fixing that.

Subject: Re: Client/Server problem
Posted by Knight on Sat, 05 Nov 2011 00:18:10 GMT
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Alright. When you think that's going to be fixed? Also ran into another problem (Seems like they are non stop lol)...

One day I started the server(because it crashed while I was at work). Went into IRC. noticed I BRenbot didnt say "Server Starting, loading map, level load ok..ect." So i did !gameover NOW, and it report that the game was restarting and didn't report "Server restarting, loading map, level load ok" Seems like it(BRenbot) stopped reporting what the server is doing "player joined..ect." I dont understand whats going on, it worked fine before with no problem! Here's a ss of what BRenbot says when it's started up...

```
File Attachments
1) Dwm 2011-11-04 19-17-38-69.jpg, downloaded 904 times
```

```
Use of tied on a handle without * is deprecated at XML/Parser/Expat.pm line 447.

[19:05:17] BRenBot 1.53 build 9
[19:05:17] BRenBot is copyright 2003-2011 by Tiberian Technologies. All rights r
eserved.
[19:05:17] [Config] Detected SSGM version 4

[19:05:17] [Config] Unable to find data/paths.ini, assuming default logfile path
... C:\Westwood\RenegadeFDS\Server\Renegade/FDS/
Use of tied on a handle without * is deprecated at XML/Parser/Expat.pm line 447.

[19:05:17] [Config] BRenBot.dll library found. Enabling support.
[19:05:17] Starting game status refresh thread...
[19:05:17] Found tt.dll on the FDS, enabling support
[19:05:17] Loading plugin biatch... Use of tied on a handle without * is depreca
ted at XML/Parser/Expat.pm line 447.
Success! Attempting to start plugin
[19:05:17] Loading plugin BRenBot... Use of tied on a handle without * is deprec
ated at XML/Parser/Expat.pm line 447.
Success! Attempting to start plugin
[19:05:17] Loading plugin custom_commands... Use of tied on a handle without * i
s deprecated at XML/Parser/Expat.pm line 447.
Success! Attempting to start plugin
[19:05:17] Loading plugin ipbot... Use of tied on a handle without * is deprecat
ed at XML/Parser/Expat.pm line 447.
Success! Attempting to start plugin
[19:05:17] Loading plugin rank... Use of tied on a handle without * is deprecate
d at XML/Parser/Expat.pm line 447.
Success! Attempting to start plugin
[19:05:17] [GSA] Opening gamespy query port 25300...
[19:05:17] [GSA] Broadcasting on master.gamespy.com:27900
[19:05:17] [IRC] Connected to irc.st0rm.net.
[19:05:17] Connecting to SSGM Log Server on 127.0.0.1:4847... Success!
IPBOT: Failed to connect to ipbot master server, retrying in 2 minutes.
[19:05:40] [IRC] Joining channel #UCGAMING...
[19:05:40] [IRC] Joining channel #UCGAMING-ADMIN...
[19:05:41] [IRC] UCGAMING_BOT joined channel #UCGAMING
[19:05:41] [IRC] UCGAMING_BOT joined channel #UCGAMING-ADMIN
[19:06:22] Knight@IRC 's permission: irc_founder
[19:06:22] Executing gameinfo
IPBOT: Failed to connect to ipbot master server, retrying in 15 minutes.
```

Subject: Re: Client/Server problem
Posted by StealthEye on Sat, 05 Nov 2011 01:18:59 GMT
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I'm not sure when the memory leak will be fixed. I looked at it a few days back but was unable to find the cause. I haven't had too much time to spend on it the past few days. It's on the top of my TT todo list though.

It seems that the communication between the FDS and brenbot somehow went wrong. I'm not sure why though. Maybe danpaul can tell what may have caused brenbot to show this behavior?

Subject: Re: Client/Server problem
Posted by Knight on Sat, 05 Nov 2011 17:09:17 GMT
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You think im better off just saving my configured files and re-install everything? I have no problem spending time doing that.

Subject: Re: Client/Server problem
Posted by StealthEye on Sat, 05 Nov 2011 17:11:05 GMT
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Did the brenbot issue happen multiple times then? I don't think reinstalling it will really solve anything.

Subject: Re: Client/Server problem
Posted by Knight on Sat, 05 Nov 2011 17:33:58 GMT
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Too late already re-installed everything, backed up the files that were configured. Still the same problem. BRenbot never gave me this problem before. All of a sudden I came home one day, noticed BRenbot and FDS were off(maybe crashed) started them up, noticed BRenbot wasn't displaying in irc the server starting up.

also i donwloaded all of those maps in the tt game-maps.net link, also the always files. replaced them in the server data folder, if that helps at all? Read above why i did so..

Subject: Re: Client/Server problem
Posted by StealthEye on Sat, 05 Nov 2011 18:01:39 GMT
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The maps aren't related to this.

Can you try to close brenbot and press win+r, then type

cmd /K telnet 127.0.0.1 4847

A console window should show up with a connection to the game server. It should spam stuff as things happen in the server. Can you verify if that happens?

Subject: Re: Client/Server problem
Posted by Knight on Sat, 05 Nov 2011 18:11:50 GMT
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well i typed that and it said an un-reconised command, so I opened cmd and typed: telnet 127.0.0.1 4847 and its a blank window

check ya inbox messages!

Subject: Re: Client/Server problem
Posted by Knight on Sun, 06 Nov 2011 22:42:00 GMT
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Problem SOLVED! lol..feel so stupid now .. thx StealthEye!