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Subject: server crashes without dmp files  
Posted by [robbyke](#) on Tue, 29 May 2012 16:21:30 GMT  
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since my mods update the server crashed twice but didnt generate a dmp file  
  
could it be i changed some setting preventing that?

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Subject: Re: server crashes without dmp files  
Posted by [Xpert](#) on Tue, 29 May 2012 20:18:22 GMT  
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robbyke wrote on Tue, 29 May 2012 12:21since my mods update the server crashed twice

robbyke wrote on Tue, 29 May 2012 12:21could it be i changed some setting preventing that?

You just answered your own question.

Back track and see what you've changed. Did you put any new plugins? Any recent code changes? You should always have recent copies of your build to always go back and see what was added and do step by step to see what causes the problems.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Tue, 29 May 2012 20:47:05 GMT  
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one problem is that on my test server i never had crashes

else id be backtracking and trying out the crash all the time

my problem is on the real server it crashes NO IDEA why and i have no dump file how should i backtrack...

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Subject: Re: server crashes without dmp files  
Posted by [iRANian](#) on Tue, 29 May 2012 20:51:08 GMT  
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Well, there must be a change to your code that introduced those crashes, that code change you should debug.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Tue, 29 May 2012 22:24:18 GMT  
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the bug might have existed before this patch however i didnt ask for those dmp files as they could have had the bug i knew (with an ai)

also every change i made in this build i have tested to the max i knew how can i find the bug if i didnt find it before....

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Subject: Re: server crashes without dmp files  
Posted by [EvilWhiteDragon](#) on Wed, 30 May 2012 07:50:54 GMT  
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You say your test server works, but your main server does not, right? Then the problem lies with the difference between the two.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Sun, 03 Jun 2012 21:48:54 GMT  
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I found something.  
Today i have been playing alot and the server "crashed" a few times.

However it wasnt a crash if a player "left" the server would stop responding.

I was lucky when late at nigh the person who "left" was one of those that i could talk with.

he told me that he had gotten an error and crashed to the desktop i have his crashdump here.

to summarise a bit:

my server doesnt crash it hangs when a client crashes kicking all players

#### File Attachments

1) [crashdump.20120603-211057-r4691-n1.rar](#), downloaded 251 times

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Sun, 03 Jun 2012 21:58:34 GMT  
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have a crashdump that seems to be the same on my own computer ill upload that one to

sorry for double post couldnt add 2 files in 1 post

### File Attachments

1) [crashdump.20120531-234129-r4691-n1.rar](#), downloaded 244 times

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Subject: Re: server crashes without dmp files  
Posted by [ExEric3](#) on Mon, 04 Jun 2012 06:17:30 GMT  
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Anyone experienced crashes without dmp files when FDS lose connection on xwis?  
  
Mainly with gamespy\_support.dll?

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Subject: Re: server crashes without dmp files  
Posted by [EvilWhiteDragon](#) on Mon, 04 Jun 2012 10:07:33 GMT  
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Last time I checked, the FDS just exits because of connection loss. That's the way it has always been with renegade.

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Subject: Re: server crashes without dmp files  
Posted by [iRANian](#) on Mon, 04 Jun 2012 10:10:24 GMT  
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Yeah it exits around 30 seconds after loading the next map after losing connection.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Mon, 04 Jun 2012 10:41:26 GMT  
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this is not the case here

the map doesnt end.

it just stops and everyone loses connection to the server because server does no longer respond

but server is still running and doesn't crash, i believe it eventually just shuts down but yesterday i just restarted it each time

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Subject: Re: server crashes without dmp files  
Posted by [EvilWhiteDragon](#) on Mon, 04 Jun 2012 13:04:14 GMT  
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EvilWhiteDragon wrote on Wed, 30 May 2012 09:50 You say your test server works, but your main server does not, right? Then the problem lies with the difference between the two. You haven't answered my question yet.

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Subject: Re: server crashes without dmp files  
Posted by [ExEric3](#) on Mon, 04 Jun 2012 13:09:36 GMT  
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EvilWhiteDragon wrote on Mon, 04 June 2012 12:07 Last time I checked, the FDS just exits because of connection loss. That's the way it has always been with renegade.

Is possible if lose connection crash on some plugin?

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Subject: Re: server crashes without dmp files  
Posted by [EvilWhiteDragon](#) on Mon, 04 Jun 2012 13:56:34 GMT  
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I'm not sure what you're asking, but I presume you're asking whether a plugin can cause connection loss, right?  
In that case the answer is yes, this is very well possible. If the plugin halts the FDS for too long, the connection will time-out. This means that players are dropped and eventually XWIS as well. Whether or not this is the problem I don't know, but then again, currently I don't even know if rob's server is running normal TT or with plugins/changes or whatever.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Mon, 04 Jun 2012 17:21:01 GMT  
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i am running plugin one wich i made myself

however my own plugin doesnt react on player leave  
and if the crash happens on death or script shutdown it would happen more often

I WONT ask help here unless i have indeed zero clue where to start looking, i have solved

multiple problems myself this one i just cant

the plugin list i use is :

01=KB.dll  
03=Spectate.dll  
04=GameSpy\_Support.dll  
05=LuaTT.dll

the cause is not KB.dll unless you want to call me a total morron and think i cant test my own stuff....

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Subject: Re: server crashes without dmp files  
Posted by [Omar007](#) on Mon, 04 Jun 2012 17:44:25 GMT  
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IDK if it creates any issues or not but your list skips 2.  
Also, the best way to find the problem is to disable all plugins. Problem persists? Then at least you know it's not the plugins.  
If not, re-add the plugins one by one till it crashes again. Once it does, you know which plugin causes it

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Subject: Re: server crashes without dmp files  
Posted by [EvilWhiteDragon](#) on Mon, 04 Jun 2012 17:49:19 GMT  
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robbyke wrote on Mon, 04 June 2012 19:21i am running plugin one wich i made myself

however my own plugin doesnt react on player leave  
and if the crash happens on death or script shutdown it would happen more often

I WONT ask help here unless i have indeed zero clue where to start looking, i have solved multiple problems myself this one i just cant

the plugin list i use is :

01=KB.dll  
03=Spectate.dll  
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the cause is not KB.dll unless you want to call me a total morron and think i cant test my own stuff....

You're suggesting that your plugin is flawless. In that case I suggest that TT is flawless. Your call.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Mon, 04 Jun 2012 18:03:31 GMT  
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im not suggesting my plugin is flawless im suggesting this particular problem is not caused by my plugin

sorry if you misunderstood me

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Subject: Re: server crashes without dmp files  
Posted by [EvilWhiteDragon](#) on Mon, 04 Jun 2012 18:47:15 GMT  
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robbyke wrote on Mon, 04 June 2012 20:03im not suggesting my plugin is flawless im suggesting this particular problem is not caused by my plugin

sorry if you misunderstood me

First, please enlighten us on what your plugin does and how it tries to do that. A plugin that takes too much time for something halts the entire FDS. This may result in lag or even disconnects.

Second, please tell us if this only happens on your main server but not your test server, as you seemed to imply earlier on. That question remains unanswered so far.

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Mon, 04 Jun 2012 20:12:04 GMT  
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my plugin gives tha ability to buy defences,characters,vehs,powerups,weapons

has it own ai

and his own crates

it does this trough scripts timers etc etc its to much to explain i can tell you

that this specific thing does NOT happen when i made the commands or adjusted them

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every defences works without crashing server  
the ai doesnt crash the server

to answer about my test server :

I never encountered this on my test server because i dont usually crash in my test server unless i made a mistake wich debugger instantly points out

i first thought that this had to do with my code i no longer think so

I think the problem lays within the crash of a player and that somehow makes the fds freak out

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Subject: Re: server crashes without dmp files  
Posted by [Whitedragon](#) on Mon, 04 Jun 2012 21:04:51 GMT  
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You said before that this started happening with an update to your mod, I believe you also started running fan maps at the same time. The problem is most likely one of those two things then. The problem itself might not be in kb.dll, but something new you added is triggering it.

Now, are you sure every crash is after a player left? Does it always show the leave message? Looking up in your IRC channel I see the following crash on Under, so it doesn't just happen on fan maps.

```
[14:10:39] / @KamServ] ( Host ) (KamServ): Map C&C_Under.mix have been played for 04:02:08 hours  
[14:11:17] / @KamServ] Player YEGETAone left server. [20 player(s) left]  
[14:11:55] * KamServ has quit IRC (Connection reset by peer )
```

It shows the player left message, so it's probably not crashing directly when a player leaves but after. Is there any purchased object that tries to do something to its owner that doesn't check if the owner is actually ingame? Maybe something has a list of gameobjects and sometimes a player's isn't removed correctly?

Check your IRC logs from when crashes happen. Was a certain object always bought right before the crash? Was the player that left always doing the same thing? Always in a vehicle? Look for any kind of pattern

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Subject: Re: server crashes without dmp files  
Posted by [robbyke](#) on Mon, 04 Jun 2012 22:36:00 GMT

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the last one the player was just walking in tunnels noone did a command for quite a while

as far as i know most of my commands can crash server if anything happens of which i think cant (like a player using a command when he doesnt even exist)

it could be that the map definition thing screws things up but it happened on under twice already so

now you mention the list thing i checked some code again but i check in there if the object stil exists

that crash is even the exact one i have the crashdump from

i was on that map and he said he crashed to desktop  
the first crash dump is his

to quote yege kinda:

"I was just hanging around in tunnels as a soldier when all hell broke lose and all of sudden i hear a beep with the windows sound"

wich means a crash as far as i know

whatever happened at that exact moment however i cant recall  
perhaps that my team just tried to kill their defs again  
i dont know

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**Subject: Re: server crashes without dmp files**  
Posted by [EvilWhiteDragon](#) on Tue, 05 Jun 2012 06:55:24 GMT  
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Whitedragon wrote on Mon, 04 June 2012 23:04 You said before that this started happening with an update to your mod, I believe you also started running fan maps at the same time. The problem is most likely one of those two things then. The problem itself might not be in kb.dll, but something new you added is triggering it.

Now, are you sure every crash is after a player left? Does it always show the leave message? Looking up in your IRC channel I see the following crash on Under, so it doesn't just happen on fan maps.

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Check your IRC logs from when crashes happen. Was a certain object always bought right before the crash? Was the player that left always doing the same thing? Always in a vehicle? Look for any kind of pattern

The way you put it, crashing after a player left, sounds like a script that might still be attached to the player or something similar. Have you tested with more players in your test-server? Where one leaves and everything. Might help you figure this out.

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Subject: Re: server crashes without dmp files

Posted by [robbyke](#) on Tue, 05 Jun 2012 12:26:03 GMT

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the script should only crash at random intervals then because yege was only a soldier and basic chars only have 1 script on them that i made and every char has that script

but ill look into it when i have time

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