
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.

[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

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.
