
Subject: Re: Server Crashdump
Posted by [Xpert](#) on Mon, 30 Jul 2012 00:04:49 GMT
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StealthEye wrote on Sun, 29 July 2012 18:11 Some of the crashdumps are related to the server cConnection becoming NULL. This should not be possible unless the server was somehow requested to exit (and then it should still not become NULL in the place where it happened in the crashdump, so it seems something mistakenly writes to that location).

Most of the crashdumps are in what seems to be a custom version of scripts.dll, so I cannot debug those. Are you indeed running a custom scripts.dll, and do you have the corresponding .pdb to debug it?

I handed off to them the custom scripts.dll but how does my changes affect "connection"? The changes are very minor.

- Editing vehicle shells to be Medium armor and removing the BLAMO effect
- Adding host messages for building kills
- Edited the gamelog code in gmlog.cpp to have spaced out message prefixes
- Added an !rweap command that allows you to remove a selected weapon from your weapon bag

Other than that, it's completely stock SSGM.

Could another possibility be that a custom BRenBot plugin caused the server to exit?
