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Subject: Crash during GameSpy Q&A Intialization  
Posted by [NetMan](#) on Sat, 10 Jul 2004 09:55:13 GMT  
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lo,  
when I try to start the Ren Server on a SuSE 9.0 Maschine the Server (RH8.0)quits every time I  
try to start it with the following during the GameSpy Q&A Intialization

```
renegade: gcdkeyserver.cpp:340: void gcd_think(): Assertion `sock != (-1)' failed.
```

Any Ideas?  
Cheers

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Subject: Crash during GameSpy Q&A Intialization  
Posted by [mac](#) on Sat, 10 Jul 2004 14:30:39 GMT  
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This seems to be a firewall issue. For some reason, it can't connect to the gamespy server, thus it  
crashes.

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Subject: Crash during GameSpy Q&A Intialization  
Posted by [NetMan](#) on Sat, 10 Jul 2004 14:43:28 GMT  
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uhm, iptables is empty, providerside is no firewall.  
u know to which GSA Server it tries to connect, so I can check a NS Lookup issue

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Subject: Crash during GameSpy Q&A Intialization  
Posted by [mac](#) on Sat, 10 Jul 2004 14:59:57 GMT  
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NetManuhm, iptables is empty, providerside is no firewall.  
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master.gamespy.com probably

try strace ./renegade

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Subject: Crash during GameSpy Q&A Intialization  
Posted by [mac](#) on Sat, 10 Jul 2004 14:59:58 GMT  
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NetManuhm, iptables is empty, providerside is no firewall.  
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master.gamespy.com probably

try strace ./renegade

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Subject: Crash during GameSpy Q&A Intialization  
Posted by [NetMan](#) on Sat, 10 Jul 2004 15:47:49 GMT  
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after the quick chat I sorted it.

Wrong IP-Adress for my external IP in /etc/hosts caused the problem

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