Subject: Server Crashes
Posted by Nightma12 on Sat, 29 Jul 2006 16:06:02 GMT
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been happeing a bit too often l8ly...

im on SSAOW 1.5.1 but with bhs.dll 2.9 (copy + pasted the dll)

heres my crashdump

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File Attachments
1) crashdump.txt, downloaded 223 times
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Subject: Re: Server Crashes
Posted by StealthEye on Sat, 29 Jul 2006 16:48:12 GMT
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It seems to crash on determining the ping for the pinfo command reply (for player with id 5). I can't get any more info out of this message though, I do not know why it crashed...
The weird thing is though that the location it crashed on is in the middle of one instruction, which seems to indicate that it does not properly determine the location of cConnection::Get_Remote_Host(int)

Subject: Re: Server Crashes
Posted by Nightma12 on Sat, 29 Jul 2006 17:13:57 GMT
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hmm, interesting...

it happens all the time... my server is constantly crashing =/

Subject: Re: Server Crashes
Posted by jnz on Sat, 29 Jul 2006 17:54:09 GMT
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it has tryed to read from a address in the memory that is illegal. usally and array of some sort.

Subject: Re: Server Crashes
Posted by Nightma12 on Sat, 29 Jul 2006 18:01:15 GMT
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weve found out that its a PINFO cmd being sent when someone leaves.....?

its unable to get the ping... bug any1?

Subject: Re: Server Crashes
Posted by Zion on Sat, 29 Jul 2006 18:07:40 GMT
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This is definatally a bug with something, it always restarts when anyone leaves the server.

Maybe the bug's in NR 3.5 BETA? Never used to happen in 3.4 or any other lower versions.

Subject: Re: Server Crashes
Posted by Nightma12 on Sat, 29 Jul 2006 18:14:10 GMT
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thats because 3.4 did not use the PINFO command... lol

Subject: Re: Server Crashes
Posted by StealthEye on Sat, 29 Jul 2006 18:37:23 GMT
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I think it's a bug in pinfo, crashing whenever the ping cannot be determined (and I guess that happens when ppl leave the server).
The bot executes the pinfo command when a player leaves though, which makes it crash. Most (older) bots don't use the pinfo so those won't have trouble with the bug.
I can't see why determining the ping goes wrong though, I can't exactly see when it goes wrong with the crashdump and can't reproduce the bug. It might be easier for bhs to fix it as the pinfo command is part of their code...

Subject: Re: Server Crashes
Posted by danpaul88 on Sat, 29 Jul 2006 19:35:44 GMT
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well the obvious answer would seem to be to make the bot check the player is in the game before doing a PINFO command...

Subject: Re: Server Crashes
Posted by Nightma12 on Sun, 30 Jul 2006 08:59:20 GMT
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just updated to bhs.dll 2.9.1 and its the same

i downgraded my server to NR 3.4 so that it wouldnt be sending PINFO.... and it seems to be running fine at the moment... but halfway though a game, i typed PINFO into the console... and it crash <_<

EDIT: also, the SVERSION command still display 2.9 and not 2.9.1

Subject: Re: Server Crashes
Posted by jonwil on Sun, 30 Jul 2006 09:24:53 GMT
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ok, firstly, I will look into the pinfo bug and may release a 2.9.2. As for the SVERSION command, its supposed to say 2.9 and not 2.9.1. Thats the way its designed.

EDIT: I have checked the code and found why it could be failing. What seems to be happening is that cConnection::Get_Remote_Host is returning NULL for some reason and that is causing the crash.
Will add extra error checking to all the relavent places to make sure not to use the result of cConnection::Get_Remote_Host if it is NULL and release a 2.9.2 sometime soon.
As for SSAOW, running any SSAOW version with a bhs.dll version other than the one its designed for WONT work and should NOT be done.

Subject: Re: Server Crashes
Posted by Nightma12 on Sun, 30 Jul 2006 09:35:54 GMT
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ok, cheers jon!

and yeah, i thought the SVERSION would of display it was 2.91 as there are loads of 0's after the 9 on cmd

ah wells no worries though!

Subject: Re: Server Crashes
Posted by Nightma12 on Sun, 30 Jul 2006 14:14:26 GMT
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tahts odd....

im not running the PINFO cmd... yet crashes again

Quote:<AOE-BOT> [NR]   15Host : [NR] jumar91 Has Been Recommended By NightRegulator, For: Destroyed The GDI Tiberium Refinery, On Map C&C_Walls_Flying.mix, Congrats! (3 Recommendations)
<AOE-BOT> [NR] 11Player adex16 Has Left The Game.
<AOE-BOT> [NR] 11adex16 Was Kicked From The Game.
<AOE-BOT> [NR]   9Server Is Loading...
<AOE-BOT> [NR]   9*** Auto starting game. Type 'quit' to abort ***
<AOE-BOT> [NR]   9Initializing XWIS Mode.
<AOE-BOT> [NR]   9Got Server List.
<AOE-BOT> [NR]   9Logging Onto USA Server...
<AOE-BOT> [NR]   9Logged On OK.
<AOE-BOT> [NR]   9Applying Server Settings.
<AOE-BOT> [NR]   9Creating Game Channel...
<AOE-BOT> [NR]   9Channel Created OK.
<AOE-BOT> [NR]   9Loading Level C&C_City_Flying.mix...
<AOE-BOT> [NR]   15Host : Teams have been remixed.
<AOE-BOT> [NR]   9Level Loaded OK.
<AOE-BOT> [NR] 11Player ExoDoom Has Left The Game.
<AOE-BOT> [NR] 11ExoDoom Was Kicked From The Game.
<AOE-BOT> [NR]   9Server Is Loading...
<AOE-BOT> [NR]   9*** Auto starting game. Type 'quit' to abort ***
<AOE-BOT> [NR]   9Initializing XWIS Mode.
<AOE-BOT> [NR]   9Got Server List.
<AOE-BOT> [NR]   9Logging Onto USA Server...
<AOE-BOT> [NR]   9Logged On OK.
<AOE-BOT> [NR]   9Applying Server Settings.
<AOE-BOT> [NR]   9Creating Game Channel...
<AOE-BOT> [NR]   9Channel Created OK.
<AOE-BOT> [NR]   9Loading Level C&C_City_Flying.mix...
<AOE-BOT> [NR]   15Host : Teams have been remixed.
<AOE-BOT> [NR]   9Level Loaded OK.

thats odd..... ExoDoom wasnt even in game... yet he left and was kicked???? also adex wasnt ingame either....?

File Attachments
1) crashdump.txt, downloaded 210 times

Subject: Re: Server Crashes
Posted by Cat998 on Sun, 30 Jul 2006 14:57:15 GMT
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jonwil wrote on Sun, 30 July 2006 11:24As for SSAOW, running any SSAOW version with a bhs.dll version other than the one its designed for WONT work and should NOT be done.

Subject: Re: Server Crashes
Posted by Zion on Sun, 30 Jul 2006 16:19:06 GMT
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I thourght is was only scripts.dll that came with SSOAW that only work? I have CP2's bhs.dll on my serv and it runs just fine.

Subject: Re: Server Crashes
Posted by StealthEye on Sun, 30 Jul 2006 22:05:27 GMT
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That seems to go wrong when it gets the ip address or something from a player when he/she joins. Doesn't seem to be in bhs code this time though, I'm not sure what caused it... :/

Subject: Re: Server Crashes
Posted by Nightma12 on Mon, 31 Jul 2006 22:58:23 GMT
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thats odd...

crashes are getting a lil out of hand now... and i always get that player kicked message before server crashes.... always by somebody not ingame!

Subject: Re: Server Crashes
Posted by StealthEye on Mon, 31 Jul 2006 23:05:48 GMT
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The BlackIntel servers seem to crash sometimes when the BW exploit "fix" message appears, not always though! Maybe it's the player join hook that causes trouble? The problem we're having doesn't create a crashdump though :S

Subject: Re: Server Crashes
Posted by Nightma12 on Mon, 31 Jul 2006 23:23:23 GMT
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could it possibly someone on the gameinfo screen?

Subject: Re: Server Crashes
Posted by Nightma12 on Tue, 01 Aug 2006 22:44:59 GMT

problem seems to be in the no-name nick patch in bhs.dll as Stealth hex edited mine and now its fine

twas nothing to do with bhs.dll + scripts.dll mismatch