Subject: MUSICA Crash?
Posted by Nightma12 on Thu, 14 Sep 2006 21:40:41 GMT

Heya, is anybody else getting crashes on the musica console command? im running scripts.dll 2.9.2 on the server

finewth69 has 2.3, and me + crakjack had 2.9, people without any scripts.dll did not crash

however the crash dousnt happen all the time and wasnt a one-off

Quote:<AOE-BOT> [NR] Host: [NR] Currently Listening To: moveit.mp3
<AOE-BOT> [NR] farnagain: o.o
<AOE-BOT> [NR] farnagain: sin
<AOE-BOT> [NR] Host: [NR] Player finewth69 Is No Longer On The RenGuard Network And Therefore Has Now Become A Potential Cheater!
<AOE-BOT> [NR] Host: [NR] Player sinestro5 Is No Longer On The RenGuard Network And Therefore Has Now Become A Potential Cheater!
<sinestro> !msg WTF
<finewth69> !msg great...
<[TT]whit3> lol
<AOE-BOT> [NR] farnagain: snipe contest?
<AOE-BOT> [NR] Connection Broken To Player: sinestro5
<AOE-BOT> [NR] Player sinestro5 Has Left The Game.
<AOE-BOT> [NR] Host: [NR] sinestro5 Has Been QKICKED By NightRegulator For: You Need RenGuard Anti-Cheat To Play On This Server, Download It From www.RenGuard.com!
<AOE-BOT> [NR] Host: [NR] (sinestro@IRC): WTF
<AOE-BOT> [NR] Connection Broken To Player: finewth69
<AOE-BOT> [NR] Player finewth69 Has Left The Game.
<AOE-BOT> [NR] Connection Broken To Player: Nightma12
<AOE-BOT> [NR] Player Nightma12 Has Left The Game.
<AOE-BOT> [NR] Host: [NR] (finewth69@IRC): great...
<AOE-BOT> [NR] Host: [NR] Conection Broken To Player: sinestro5
<AOE-BOT> [NR] Host: [NR] Conection Broken To Player: finewth69
<AOE-BOT> [NR] Host: [NR] Conection Broken To Player: Nightma12
<AOE-BOT> [NR] farnagain: owned o.o
<Nightma12> grr

```
File Attachments
1) crashdump.txt, downloaded 447 times
```

Subject: Re: MUSICA Crash?
Posted by jnz on Thu, 14 Sep 2006 21:54:04 GMT

that looks like a bug in your bot, it is sending spooked commands to the FDS crasing it. i has this same problem, just in a different circumstance.

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Thu, 14 Sep 2006 21:54:50 GMT
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spooked? lol

it was fine when i tried SNDA (via Edit--->Replace)

Subject: Re: MUSICA Crash?
Posted by jnz on Thu, 14 Sep 2006 21:56:09 GMT
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SNDA is different to MUSICA

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Thu, 14 Sep 2006 22:16:39 GMT
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well i posted my crashdump if some1 wants 2 look into it

Subject: Re: MUSICA Crash?
Posted by Zion on Thu, 14 Sep 2006 22:58:27 GMT
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MSN Conversation(*):D°¨¨°°"

"°¨¨°:D(*) says:
<AOE-BOT> [NR] Host: [NR] Currently Listening To: moveit.mp3
<AOE-BOT> [NR] farnagain: o.o
<AOE-BOT> [NR] farnagain: sin
<AOE-BOT> [NR] Host: [NR] Player finewth69 Is No Longer On The RenGuard Network And
Therefore Has Now Become A Potential Cheater!
<AOE-BOT> [NR] Host: [NR] Player sinestro5 Is No Longer On The RenGuard Network And
Therefore Has Now Become A Potential Cheater!
<sinestro> !msg WTF
<finewth69> !msg great...
<[TT]whit3> lol
<AOE-BOT> [NR] farnagain: snipe contest?
<AOE-BOT> [NR] Connection Broken To Player: sinestro5
<AOE-BOT> [NR] Player sinestro5 Has Left The Game.
<AOE-BOT> [NR] Host: [NR] sinestro5 Has Been QKICKED By NightRegulator For: You Need
RenGuard Anti-Cheat To Play On This Server, Download It From www.RenGuard.com!
<AOE-BOT> [NR] Host: [NR] (sinestro@IRC): WTF
<AOE-BOT> [NR] Connection Broken To Player: finewth69

<AOE-BOT> [NR] Player finewth69 Has Left The Game.
<AOE-BOT> [NR] Connection Broken To Player: Nightma12
<AOE-BOT> [NR] Player Nightma12 Has Left The Game.
<AOE-BOT> [NR] Host: [NR] (finewth69@IRC): great...
<AOE-BOT> [NR] Host: [NR] Co

yeah..

its SO not jukebox!

Subject: Re: MUSICA Crash?
Posted by Whitedragon on Thu, 14 Sep 2006 23:27:50 GMT
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Theres a known crash bug in the background music stuff, I forget what causes it though.

Subject: Re: MUSICA Crash?
Posted by jonwil on Fri, 15 Sep 2006 09:01:22 GMT
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Based on that crashdump, I expect the problem is that, for whatever reason, the mp3 decoder (or the mp3 decoder when called the way the music code calls it) doesnt like the mp3 file you are trying to play.
I know we had similar problems with a set of C&C music (TD and RA1) and trying to play that inside renegade.

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Fri, 15 Sep 2006 15:12:48 GMT
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well BlackIntel calls the MUSICA function from within scripts.dll and they dont crash at all.... :S

but that would b basically the same as useing the MUSICA cmd wouldnt it?

Subject: Re: MUSICA Crash?
Posted by jonwil on Fri, 15 Sep 2006 15:30:05 GMT
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It depends exactly which call Black-Intel are using.

Subject: Re: MUSICA Crash?
Posted by StealthEye on Fri, 15 Sep 2006 15:36:37 GMT
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Set_Background_Music_Player

Subject: Re: MUSICA Crash?
Posted by Zion on Fri, 15 Sep 2006 16:18:43 GMT
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Maybe like what JW said, you're calling songs that the codec donesn't like. Try these, i manually put them in my ini and have no crashes.

****
Renegade Music
****

```
+-----------------------+------+------------------------------+------+
Name                    |Mapnum| Trackname (IS case sensitive) | Time
+-----------------------+------+------------------------------+------+
Command and Conquer     = M01 = 01-command&conquer.mp3      = 175
Packing Iron            = M02 = 02-packing iron.mp3         = 198
Ammo Clip               = M03 = 03-ammoclip.mp3             = 193
Industrial Ambient      = M04 = 04-ambient industrial.mp3   = 238
Move it                 = M05 = 05-moveit.mp3               = 121
On Your Feet            = M06 = 06-onyourfeet.mp3           = 234
Got A Present For Ya'   = M07 = 07-got a present for ya.mp3 = 142
Sniper                  = M08 = 08-sniper.mp3               = 196
Sneak Attack            = M09 = 09-sneakattack.mp3          = 228
Stomp                   = M10 = 10-stomp.mp3                = 174
Beach                   = M11 = 11-ambient beach.mp3        = 179
Defunkt                 =     = defunkt.mp3                 = 163
In The Line Of Fire     =     = in the line of fire.mp3     = 235
Mechman's Revenge       =     = mechmansrevenge.mp3         = 277
Raveshaw Act On Instinct =    = raveshaw_act_on_instinct.mp3 = 208
Renegade Jungle         =     = renegadejungle.mp3          = 201
Sakura Battle Theme     =     = sakura battle theme.mp3     = 240
Sakura Dogfight         =     = sakura_dogfight.mp3         = 280
Stop Them Again         =     = stopthemagain.mp3           = 234
```


Try those and see what happens.

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Fri, 15 Sep 2006 16:50:05 GMT

those are the .mp3's i am useing lol

Subject: Re: MUSICA Crash?
Posted by Zion on Fri, 15 Sep 2006 17:01:26 GMT

Not exactly, since you're using some that don't have the "**-" prefix and some dialog mp3's wth?!?

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Fri, 15 Sep 2006 17:07:28 GMT

Quote:Jukerot.AddItem "level0_pt1_music.mp3"
Jukerot.AddItem "level 0 hero.mp3"
Jukerot.AddItem "level 0 tiberium.mp3"
Jukerot.AddItem "level 0 tank.mp3"
Jukerot.AddItem "menu.mp3"
Jukerot.AddItem "moveit.mp3"
Jukerot.AddItem "07-got a present for ya.mp3"
Jukerot.AddItem "defunkt.mp3"
Jukerot.AddItem "10-stomp.mp3"
Jukerot.AddItem "command&conquer.mp3"
Jukerot.AddItem "11-ambient beach.mp3"
Jukerot.AddItem "ammoclip.mp3"
Jukerot.AddItem "sniper.mp3"
Jukerot.AddItem "02-packing iron.mp3"
Jukerot.AddItem "renegadejungle.mp3"
Jukerot.AddItem "raveshaw_act on instinct.mp3"
Jukerot.AddItem "sneakattack.mp3"
Jukerot.AddItem "onyourfeet.mp3"
Jukerot.AddItem "stopthemagain.mp3"
Jukerot.AddItem "in the line of fire.mp3"
Jukerot.AddItem "04-ambient industrial.mp3"
Jukerot.AddItem "sakura battle theme.mp3"
Jukerot.AddItem "mechmansrevenge.mp3"
Jukerot.AddItem "sakura_dogfight.mp3"
Jukerot.AddItem "storm.mp3"
Jukerot.AddItem "valves.mp3"
Jukerot.AddItem "rain.mp3"

thats my list, none of them are dialog

Subject: Re: MUSICA Crash?
Posted by Zion on Fri, 15 Sep 2006 17:11:31 GMT
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Exactally my point, there are two versions of the mission tracks in always.dat (no idea why) some have prefixes others don't. Try the ones with the prefixes (IE: 01-command&conquer.mp3 or 08-sniper.mp3 etc).

And to my knowlage "level 0 ..." stuff is dialog.

Subject: Re: MUSICA Crash?
Posted by StealthEye on Fri, 15 Sep 2006 17:13:39 GMT
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Did every player crash, or just some of them?
Does it always crash on the same song?

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Fri, 15 Sep 2006 17:22:39 GMT
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its not on the same song.... it seems to be random, sometimes a song will work, and sometimes a song will not work

and only players with scripts.dll crash, also, sometimes one player will crash.. another wont, later on another player would crash, but the one from before will not

it really does seem to be random.... however i log i posted was luck that everybody with scripts.dll ingame crashed lol

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Sat, 16 Sep 2006 12:52:31 GMT
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Merovingian wrote on Fri, 15 September 2006 12:11Exactally my point, there are two versions of the mission tracks in always.dat (no idea why) some have prefixes others don't. Try the ones with the prefixes (IE: 01-command&conquer.mp3 or 08-sniper.mp3 etc).

And to my knowlage "level 0 ..." stuff is dialog.

right, i put BETA 4 onto my server tonight with the new prefixes and see if it works correctly

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Thu, 21 Sep 2006 21:35:31 GMT
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Merovingian wrote on Fri, 15 September 2006 12:01Not exactly, since you're using some that don't have the "**-" prefix and some dialog mp3's wth?!?

still crashes

Subject: Re: MUSICA Crash?
Posted by Zion on Fri, 22 Sep 2006 15:03:40 GMT
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All i can say is that it does not crash on my server for anyone. I've been doing the raw FDS commands since it was implimented in scripts.dll and i've had not one problem.

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Fri, 22 Sep 2006 15:40:13 GMT
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have you tried useing the NightRegulator in-built jukebox?

Subject: Re: MUSICA Crash?
Posted by Zion on Sat, 23 Sep 2006 19:23:22 GMT
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Yes, with a personal edited ini to fix the music to the prefixed ones and put them all in alphabetical order.

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Sat, 23 Sep 2006 21:41:40 GMT
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does non-prefix crash for you? is that y u made the change?

could u post the jukebox section of your nrconfig.ini please?

Subject: Re: MUSICA Crash?
Posted by Zion on Sat, 23 Sep 2006 22:14:11 GMT

I would but a recent format deleted it all.

Take my renegade music file which was posted above and use that.

Subject: Re: MUSICA Crash?
Posted by Nightma12 on Sat, 23 Sep 2006 22:25:23 GMT

NR Pre-BETA 4 uses the prefix songs

and still have problems with crashes - not as much though, did you change yours coz of the song crash?

Subject: Re: MUSICA Crash?
Posted by StealthEye on Sat, 23 Sep 2006 22:37:32 GMT

Try to remove the songs which give trouble temporarily, then see whether it's just a few or if it could be any song?

I might have had some crashes related to this today and yesterday, I have not really looked into that though. It just crashed a few times... Could be anything really...

Subject: Re: MUSICA Crash?
Posted by Zion on Sat, 23 Sep 2006 23:08:00 GMT

Nightma12 wrote on Sat, 23 September 2006 23:25
...did you change yours coz of the song crash?

No, and before the jukebox i directly called them from the FDS.

It could be RenGuard? I personally don't use it since i've had so many problems with it.