Subject: FDS crash
Posted by Hex on Thu, 13 Dec 2007 11:47:12 GMT
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Got a issue with the FDS crashing at random times (crashlogs attached)

All the crashes bring up

Exception occurred at 0x006B6621 .text:0x006B6621 (server.dat)

with addresses 0x3f193356 (No Owner) or 0x3ec10b1d (No Owner)

File Attachments
1) crashdump1.txt, downloaded 321 times
2) crashdump2.txt, downloaded 299 times
3) crashdump3.txt, downloaded 344 times

Subject: Re: FDS crash
Posted by =HT=T-Bird on Thu, 13 Dec 2007 12:53:44 GMT
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If this is the crash I think it is (ScriptableGameObj::Remove_Observer), then you probably have a corrupt script (observer) floating around, according to StealthEye. You might be dealing with a corrupt GameObject as well.

Subject: Re: FDS crash
Posted by Hex on Thu, 13 Dec 2007 14:55:00 GMT
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Stew said something about it being a null pointer, just did a quick search in my plugins only and I have 183 GameObject refs used :/

Subject: Re: FDS crash
Posted by danpaul88 on Thu, 13 Dec 2007 21:29:16 GMT
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Your not storing GameObject pointers inside your classes are you? You should only store the GameObject ID, never the pointer to the actual object, then use Find_Object to determine if the object still exists.

Subject: Re: FDS crash
Posted by Hex on Mon, 17 Dec 2007 12:10:30 GMT

```
class MDB_SSGM_Beacon : public ScriptImpClass {
 void Created(GameObject *obj);
 void Destroyed(GameObject *obj);
 void Killed(GameObject *obj, GameObject *shooter);
 void Damaged(GameObject *obj, GameObject *damager, float damage);
 bool IsDisarmed;
 GameObject *InvisObjCont;
};
```

Possible cause?