Subject: Crashes
Posted by DarkOrbit on Wed, 25 Aug 2010 03:00:15 GMT
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Hey everyone,

I'm just wondering if anyone has any ideas to test what specifically is causing crashes on my server, Cloud C&C.

I am almost 100% sure its my mods that i have on the server, but really i have tried removing things and debugging for the past two weeks and i have not come up with much luck.

It hasn't always crashed this much, and even when i remove everything i added recently, it still seems to go kaput.

Is there any way to detect what specifically is causing a crash?
I have over 700 crash dumps if they will help.. but yeah.

Btw i'm using luaplugin 5.0 + have custom objects.aow.

Again, if i'm wasteing your time sorry, i just want to know if anyone has any ideas on how to find out what is causing the frequent crashes.

Thanks and

DarkOrbit

Subject: Re: Crashes
Posted by ExEric3 on Wed, 25 Aug 2010 07:39:09 GMT
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What others SSGM plugins you using?

Subject: Re: Crashes
Posted by DarkOrbit on Wed, 25 Aug 2010 17:31:27 GMT
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these 3

01=biatch.dll
02=BlackIntel.dll
03=LuaPlugin.dll

Subject: Re: Crashes
Posted by ExEric3 on Wed, 25 Aug 2010 20:06:51 GMT
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DarkOrbit wrote on Wed, 25 August 2010 19:31these 3

01=biatch.dll
02=BlackIntel.dll
03=LuaPlugin.dll

SSGM Source Code wasnt modded?

Subject: Re: Crashes
Posted by DarkOrbit on Wed, 25 Aug 2010 21:50:18 GMT
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nope, not at all.
just downloaded ssgm + installed.

Subject: Re: Crashes
Posted by reborn on Thu, 26 Aug 2010 05:41:26 GMT
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Remove the LUA plugin's and see if the crashes stop.

Subject: Re: Crashes
Posted by ExEric3 on Thu, 26 Aug 2010 07:08:29 GMT
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On what CPU and OS you host it? Are you using original server.dat?

Subject: Re: Crashes
Posted by trooprm02 on Thu, 26 Aug 2010 16:00:27 GMT
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You also might wanna attach 2 of the newest crashdumps (to see if its crashing on the same thing, or different).

Subject: Re: Crashes
Posted by DarkOrbit on Fri, 27 Aug 2010 05:19:53 GMT

blackintels server.dat patch or whatever.

ahh its on a box on windows something (old like 2003? idk.)
uhh if you need detailed cpu specs:

and reborn, it mostly likely is the luaplugin but i dunno what specifically about the lua plugins it is about, i've spent hours looking through seeing what could be wrong.

&& everything works indivually when i tested, i did every command the other day and nothing directly crashed it.

However i'm certain if i removed the luaplugins it wouldn't crash anymore, because even in the crash dumps it says

Exception occurred at 0x0251C834 .text:0x1103C834 (LuaPlugin.dll)

File Attachments
1) crashdump811.txt, downloaded 267 times
2) crashdump812.txt, downloaded 293 times

Subject: Re: Crashes
Posted by ExEric3 on Fri, 27 Aug 2010 05:45:03 GMT

Try load LuaPlugin.dll as first SSGM Plugin. Next biatch.dll can be removed from this section because when you put their dll files to RenFDS it will load biatch.dll automatically. I think is moddded Mss32.dll to load it.

BlackIntel server.dat? I personally had also problems with their modded file. Try find me on MSN next week. I should come back from holidays on 31.8. and I will send you another copy of that file.

Next check this: advanced tab (computer properties) - performance settings - Data execution prevention and tell me what is here set.

Subject: Re: Crashes

Posted by DarkOrbit on Fri, 27 Aug 2010 14:25:10 GMT

okay.

removed biatch.dll + moved luaplugin to 01

okay bout the server.dat

It has

"Turn on DEP for all programs and services except those i select"