Subject: brenbot
Posted by robbyke on Sat, 02 Oct 2010 21:38:07 GMT
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BrenBot makes server crash after level loaded and running in aow have been shown i can only play first game if someone leaves it goes wrong
i tested it only have 2 plugins and it is brenbot why i dont know does anybody know why

Subject: Re: brenbot
Posted by Omar007 on Sat, 02 Oct 2010 23:52:32 GMT
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Sorry but I really don't get what you're trying to ask

Subject: Re: brenbot
Posted by robbyke on Sun, 03 Oct 2010 09:05:41 GMT
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well my server is running fun and all game ends after a while and level starts to load after the level has loaded and all and fds said running in aow mode suddenly server crashes

brenbot causes it but i dont know why

Subject: Re: brenbot
Posted by Omar007 on Sun, 03 Oct 2010 10:03:03 GMT
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Are you using any custom code or do you have standard SSGM?
Also if you have installed extra BRenBot plugins, what where those?

Subject: Re: brenbot
Posted by robbyke on Sun, 03 Oct 2010 14:47:41 GMT
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i have standard ssgm and no extra plugins on brenbot only those that were already there

Subject: Re: brenbot
Posted by danpaul88 on Sun, 03 Oct 2010 15:35:35 GMT
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All BRenBot does is send UDP commands to your server, which CANNOT crash the server. If it is crashing it must be a plugin you have installed on the server itself, such as an SSGM plugin.

Subject: Re: brenbot
Posted by Catalyst on Sun, 03 Oct 2010 15:38:47 GMT
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danpaul88 wrote on Sun, 03 October 2010 10:35All BRenBot does is send UDP commands to your server, which CANNOT crash the server. If it is crashing it must be a plugin you have installed on the server itself, such as an SSGM plugin.

You have no idea the amount of people that will argue otherwise....

Subject: Re: brenbot
Posted by robbyke on Sun, 03 Oct 2010 18:09:32 GMT
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danpaul88 wrote on Sun, 03 October 2010 17:35All BRenBot does is send UDP commands to your server, which CANNOT crash the server. If it is crashing it must be a plugin you have installed on the server itself, such as an SSGM plugin.

well that really explains why without my second ssgm plugin the server crashes after level load and without brenbot it keeps running

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Subject: Re: brenbot
Posted by danpaul88 on Sun, 03 Oct 2010 20:12:55 GMT
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Sounds to me like your SSGM plugin is hooking something which is triggered by BRenBot and then crashing the server. If you disabled all your SSGM plugins you would probably find it works fine.

If not then you must have some really wacky plugins installed in BRenBot itself which are actually hooking into the exe in some way to cause it to crash.

Also, if you seriously want help with a problem it always helps to provide people with the information asked for, such as exactly which SSGM plugins you have installed, the version numbers of those plugins etc etc.

Subject: Re: brenbot

Posted by robbyke on Sun, 03 Oct 2010 20:34:49 GMT
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my second ssgm plugin is KB.dll adjusted by meif this runs alone it runs fine level loads no problems at all

when i run BrenBot alone the game runs game ends because someone leaves or if someone leaves in main brenbot makes server crash

it might be RR but i wouldnt see why

Subject: Re: brenbot
Posted by Omar007 on Sun, 03 Oct 2010 21:03:19 GMT
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I'd try and disable the plugins, then see if it still crashes.
If it doesn't, try adding the plugins back in 1 by 1. (So test after you added 1) If it crashes again you know the last plugin you added is the issue

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Subject: Re: brenbot
Posted by robbyke on Mon, 04 Oct 2010 04:48:44 GMT
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  i really think noone gets me i already tested it all
its brenbot that crashes nothin else
my KB plugin wont crash server i have tested it and my server cant really run without brenbot

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Subject: Re: brenbot
Posted by Omar007 on Mon, 04 Oct 2010 08:34:57 GMT
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So you disabled the KB plugin and then ran BRenBot???

I'd say try to re-install (plain) SSGM.

Subject: Re: brenbot
Posted by danpaul88 on Mon, 04 Oct 2010 08:35:11 GMT
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So you added a plugin, now your server crashes when your running it with a bot, and that's somehow the BOT'S fault? lol...

Sounds to me like your plugin is hooking into the chat messages and its falling over and dying due to one of the messages which BRenBot happens to send at the start of a new map. Hence, your PLUGIN is at fault, it just happens to be *triggered* by something the bot does.

Simple.

Subject: Re: brenbot
Posted by robbyke on Mon, 04 Oct 2010 11:55:58 GMT
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Omar007 wrote on Mon, 04 October 2010 10:34So you disabled the KB plugin and then ran BRenBot???

I'd say try to re-install (plain) SSGM.

yes i disable the KB ive tried doing clean ssgm i reinstalled server even did really everythin its only thing that prevents decent running of my server

---

Subject: Re: brenbot
Posted by robbyke on Tue, 05 Oct 2010 17:08:55 GMT
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OK guys ive found out after deinstalling rr that its rr and not brenbot so i have its crash files anyone knows anything about those?

Subject: Re: brenbot
Posted by Gen_Blacky on Tue, 05 Oct 2010 19:39:49 GMT
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@robbyke

I remember you said you where using lua correct in some thread? If you are using lua and resurrection the server will crash i think because of roshambbos hooks.dll. The server will crash because both rr and roshambos hooks are hooking at the same place.

List everything that's running on your server our your just wasting everyone's time making them shoot in the dark trying to help you.

Catalyst wrote on Sun, 03 October 2010 10:38danpaul88 wrote on Sun, 03 October 2010 10:35All BRenBot does is send UDP commands to your server, which CANNOT crash the server. If it is crashing it must be a plugin you have installed on the server itself, such as an SSGM plugin.

You have no idea the amount of people that will argue otherwise....

I have never seen brenbot crash any of my servers idk hows that's even possible unless its sends a bad command through renrem its just a logging bot. If someones modifies their server and somehow brenbot magically crashes server then its their fault.

Subject: Re: brenbot
Posted by robbyke on Wed, 06 Oct 2010 04:44:41 GMT
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ok i shall try to be complete and even say int the order i installed it all

renegade fds
brenbot full installer with cp 2 ssgm 2.02
scripts 3.4.4
renres

KB.dll scripted in C++ i dont know anything about lua

i do know that Mike who used to run the kambot server also used this plugin with brenbot and renres but it isnt brenbot i deinstalled renres yesterday and the crash is gone but i would like to have renres

Subject: Re: brenbot
Posted by Omar007 on Wed, 06 Oct 2010 06:35:53 GMT
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If you install scripts 3.4.4 over SSGM, SSGM won't work.

Subject: Re: brenbot
Posted by robbyke on Wed, 06 Oct 2010 16:08:53 GMT
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ok ive now removed the biatch it seemed to work but it didnt