
Subject: Debug

Posted by [robbyke](#) on Wed, 04 May 2011 16:18:56 GMT

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i am stuck with the problem that my server crashes after level load and i wonder why. now, is it possible to activate some sort of debug on the server? if yes how if no. dang.

Subject: Re: Debug

Posted by [reborn](#) on Wed, 04 May 2011 17:09:08 GMT

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Please list the modifications on your server.

This can range from, LUA scripts, SSGM plugin's, objects.ddb modifications etc.

Subject: Re: Debug

Posted by [robbyke](#) on Wed, 04 May 2011 17:42:45 GMT

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ok ill try to tell you everythin

1) I have my "server" installed on a dumb old laptop and not a real server it runs in win xp home

I have installed brenbot, with corepatches and all and rr

My only 2 plugins are KB.dll(almost same as old kambot) and brenbot.dll

i have a modded db file but that should not give a problem as its the same as mikes and it only gives obigun and agtgun possibillity

brenbot only has the plugins it gives with installation.

the game crashes when i have bb.dll and KB.dll and rr on

but also if

rr+bb

rr+KB (if i rejoin :s)

without rr i havent tried because i dont want a server without rr

i dont know if im clear enough but i dont know what you try to find out atm so you can ask what ya want ill tell it all

Subject: Re: Debug

Posted by [reborn](#) on Wed, 04 May 2011 19:14:26 GMT

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Try just RR without kb and bb.

Subject: Re: Debug
Posted by [robbyke](#) on Wed, 04 May 2011 19:38:15 GMT
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no crash rr alone works

Subject: Re: Debug
Posted by [reborn](#) on Wed, 04 May 2011 20:01:56 GMT
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Then the plugin's you're using conflict with RR.

Subject: Re: Debug
Posted by [robbyke](#) on Wed, 04 May 2011 20:05:02 GMT
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hmm but i have no clue why suddenly kambot clashes with rr it used to work with it :s and brenbot was used on mikes server to :s can it be that some setting contradict eachother.

Man its so strange i now loaded the old dll wich mike compiled and there the commands dont even work anymore :s i have a bad feeling ive screwed everything up with my settings as far as it is possible

Subject: Re: Debug
Posted by [reborn](#) on Wed, 04 May 2011 20:49:39 GMT
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I suppose it's possible that there was some command or setting that was always present in the plugin and had the potential to crash a RR enabled server, but it was never activated, but you have now set something that triggers it.

I have no idea about bb.dll or kb.dll, sorry.

Subject: Re: Debug
Posted by [robbyke](#) on Wed, 04 May 2011 20:57:03 GMT

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yea last time i made a topic saying rr and brenbot were crashing my server and i think i was almost nuked to death , but thnx for the help i gues ill go back to my trial and error till ive found it

Subject: Re: Debug
Posted by [iRANian](#) on Wed, 04 May 2011 21:27:04 GMT
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What exactly is KamBot?

Subject: Re: Debug
Posted by [Gen_Blacky](#) on Wed, 04 May 2011 22:45:28 GMT
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robbyke wrote on Wed, 04 May 2011 13:57yea last time i made a topic saying rr and brenbot were crashing my server and i think i was almost nuked to death

yea danpual88 can be an ass.

Quote:Man its so strange i now loaded the old dll wich mike compiled and there the commands dont even work anymore :s i have a bad feeling ive screwed everything up with my settings as far as it is possible Huh

Make sure that ssgm and the plugins are compiled with the same compiler version.

Subject: Re: Debug
Posted by [robbyke](#) on Thu, 05 May 2011 04:56:33 GMT
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i have ssgm source but i have no clue in how to compile it
it seems to give so much files and wich if those are important

and i cant really recompile the brenbot.dll can i?

iRANian wrote on Wed, 04 May 2011 23:27What exactly is KamBot?

Kambot is a serverside mod made by mike. if you go into kamuixlite server you can see it. but since mike has stopped improving the server the community died. i only played in that server and was kind of forced to stop playing. so i decided to continue where Mike stopped.

Subject: Re: Debug
Posted by [iRANian](#) on Thu, 05 May 2011 09:22:52 GMT
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Is the source code available somewhere?

Subject: Re: Debug
Posted by [robbyke](#) on Thu, 05 May 2011 15:29:22 GMT
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used to be but i dont think its downloadable anymore i have it but im not really gonna share XD

back on topic im gonna try to run server without rr to see if i get any crashes then. but first reinstall completely

up to now:

fds installed

used brenbot installer 1.52 (instal ssgm brenbot and corepatches)

Subject: Re: Debug
Posted by [reborn](#) on Thu, 05 May 2011 16:02:44 GMT
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robbyke wrote on Thu, 05 May 2011 11:29 used to be but i dont think its downloadable anymore i have it but im not really gonna share XD

That's the spirit!

Subject: Re: Debug
Posted by [robbyke](#) on Thu, 05 May 2011 16:09:58 GMT
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ok now ive tested and it works =D only one problem my mod uses quite some functionality of rr and i would really like rr

and is it possible to install scripts 3.4.4 to a server?

Subject: Re: Debug
Posted by [danpaul88](#) on Thu, 05 May 2011 16:42:33 GMT

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Gen_Blackx wrote on Wed, 04 May 2011 23:45robbyke wrote on Wed, 04 May 2011 13:57yea last time i made a topic saying rr and brenbot were crashing my server and i think i was almost nuked to death

yea danpual88 can be an ass.

BRenBot cannot crash a server. BRenBot.dll (which is NOT part of BRenBot, is NOT developed by me and is NOT required to run BRenBot) *can* crash a server because its a server plugin. Simple.

Also, if I am an ass that must make you a steaming pile of excrement, no? Go back to your cave and stop flinging shit, you will only get your hands dirty.

Subject: Re: Debug
Posted by [robbyke](#) on Thu, 05 May 2011 16:49:14 GMT
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Quote:BRenBot cannot crash a server. BRenBot.dll (which is NOT part of BRenBot, is NOT developed by me and is NOT required to run BRenBot) *can* crash a server because its a server plugin. Simple.

Also, if I am an ass that must make you a steaming pile of excrement, no? Go back to your cave and stop flinging shit, you will only get your hands dirty.

as you might have noticed its about the plugin stop nukin me for the fact that the plugin might make it crash.also i need the plugin so the ingame recs and all work. and NOBODY says its your fault my server crashes so unless you can only say

NOT POSSIBLE NOT POSSIBLE

please dont flame me?

back on topic:

rr makes the health bars correct when for example i decided to give the apc a health boost of 200 is it possible to code it within my plugin so you can see how much it has actually left?

without rr if i leave my server now (ive added the no gameplay pending patch so i could test)it crashes directly. im starting to get convinced that its all because i run server on a normal laptop instead of on a server.(this was my fault did some stuff with leaving ppl)

ok nvm that im not gonna try run server without rr many people run rr with brenbot and the dll why

cant i

Subject: Re: Debug

Posted by [Gen_Blacky](#) on Thu, 05 May 2011 17:15:47 GMT

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danpaul88 wrote on Thu, 05 May 2011 09:42Gen_Blacky wrote on Wed, 04 May 2011 23:45robbyke wrote on Wed, 04 May 2011 13:57yea last time i made a topic saying rr and brenbot were crashing my server and i think i was almost nuked to death

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BRenBot cannot crash a server. BRenBot.dll (which is NOT part of BRenBot, is NOT developed by me and is NOT required to run BRenBot) *can* crash a server because its a server plugin. Simple.

yea but you expect everyone to understand how everything works including noobs. If they don't you rage them to death.

Quote:Also, if I am an ass that must make you a steaming pile of excrement, no? Go back to your cave and stop flinging shit, you will only get your hands dirty.

See what I mean. Also I will it great times.

Quote:please dont flame me?

back on topic:

Quote:i need the plugin so the ingame recs and all work

brenbot.dll just allow you to use commands like !spectate, !ballow !bmute, extra base defenses. Doesn't do anything with game rec look at Brenbot.pm the Brenbot plugin.

Subject: Re: Debug

Posted by [robbyke](#) on Thu, 05 May 2011 17:55:08 GMT

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so actually if i can run server without it i dont need it wich would be awesome

THAT DID IT server runs perfectly now cant thank you guys enough now i still have to move it do a decent server if ppl start playing XD but thats not for now =D now i can go try make my server better . well might see you guys in there if you want to help me test things
