Subject: debug help
Posted by robbyke on Sat, 16 Jun 2012 12:49:33 GMT
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my server crashed (my code prob)

but its in tt.dll

could someone from TT help me debug this

thnx in advance

File Attachments
1) crashdump.20120616-084606-r4914-n1.rar, downloaded 217
times

Subject: Re: debug help
Posted by danpaul88 on Sat, 16 Jun 2012 14:12:02 GMT
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If you run Renegade in debug via Visual Studio you can walk back up the call stack into the last
function called in scripts.dll to determine where in your code the problem lies, if that is indeed the
problem.

Subject: Re: debug help
Posted by robbyke on Sat, 16 Jun 2012 14:55:54 GMT
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that i dont understand :s

all i get is tt.dll in call stack windows thing

but i know my plugin crashed but called one of TT's functions

Subject: Re: debug help
Posted by danpaul88 on Sat, 16 Jun 2012 14:57:17 GMT
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Did you compile in debug mode? Higher up the call stack should be something in your plugin so
you can see what it did to cause the crash.

Subject: Re: debug help
Posted by robbyke on Sat, 16 Jun 2012 18:56:49 GMT
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no its in the release version

Subject: Re: debug help
Posted by danpaul88 on Sat, 16 Jun 2012 19:22:37 GMT
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Compile in debug and run it via Visual Studio to ensure you get all the debugging information you need to find the problem, it's probably going to be quicker than waiting for jonwil or stealtheye to find the time to look at that crashdump for you.

Subject: Re: debug help
Posted by robbyke on Sun, 17 Jun 2012 02:31:28 GMT
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thats true but i cant run a debug on the open server it might cause some unexpected resuslts

i guess ill just have to wait

Subject: Re: debug help
Posted by Ethenal on Sun, 17 Jun 2012 03:13:36 GMT
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robbyke wrote on Sat, 16 June 2012 21:31thats true but i cant run a debug on the open server it might cause some unexpected resuslts

i guess ill just have to wait
What unexpected results are you referring to? The main thing debug mode is probably going to cause is a slight performance decrease due to extra overhead compared to the release build. Other than that, I dunno what you could be referring to...

Subject: Re: debug help
Posted by robbyke on Sun, 17 Jun 2012 10:03:46 GMT
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leftover breakpoints

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ive had some in my debugging

and i know (or at least think that i know) that those breakpoints will trigger in a debug build

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Subject: Re: debug help
Posted by danpaul88 on Sun, 17 Jun 2012 10:24:36 GMT
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Disable them then?

Subject: Re: debug help
Posted by robbyke on Sun, 17 Jun 2012 11:54:40 GMT
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ah i found it without help

just a few crashes thnx anyway

Subject: Re: debug help
Posted by jonwil on Sun, 01 Jul 2012 10:06:01 GMT
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Is this crash still an issue? Does it still need someone from TT to look at it?

Subject: Re: debug help
Posted by robbyke on Mon, 02 Jul 2012 13:44:05 GMT
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no i found it thnx anyway