Subject: Server Crash

Posted by Ani on Sat, 14 Jul 2012 00:22:17 GMT

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I'll just keep this thread as a place to keep my own personal crashdumps.

Here's one I got just recently.

Let me know how to fix it asap. I'm running like 19 plugins which i'm sure 1 or more are causing my server to crash somewhat frequently.

Edit: Crap, I just realized I put this in the mod release forum... I apologize, please move it.

File Attachments

1) crashdump1.rar, downloaded 96 times

Subject: Re: Server Crash

Posted by Distrbd21 on Sat, 14 Jul 2012 00:40:02 GMT

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Animoskity wrote on Fri, 13 July 2012 19:22I'll just keep this thread as a place to keep my own personal crashdumps.

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- 1. not the right forum.
- 2. no one is at your beck and call, So I'm really guessing you wont get no help, saying tell me how to fix it asap.
- 3. you need to go through your list of plugins and add them 1 by 1 until the server does crash, if it doesn't then you ruled that out.
- 4. If it does crash then ask the maker of that plugin to update it.

Subject: Re: Server Crash

Posted by Xpert on Sat, 14 Jul 2012 00:41:50 GMT

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While we wait for a mod to move this thread, please post your plugins list.

Subject: Re: Server Crash

Posted by Ani on Sat, 14 Jul 2012 01:06:01 GMT

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Distrbd21 wrote on Fri, 13 July 2012 17:40Animoskity wrote on Fri, 13 July 2012 19:22I'll just keep this thread as a place to keep my own personal crashdumps.

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Geez, I already pointed out that I'm aware I posted in the wrong forum. I also don't have time to sort through 19 plugins to see which one is crashing my server. That would take a month.

"No one is at your beck and call" - is what what you were told when people from MPF we're accusing you of stealing their ideas when you kept begging for help? Either way.

These are my plugins:

Toggle Spoiler

00=BanSystem.dll

01=Mute.dll

02=antispawnkill.dll

03=firstblood.dll

04=randomstartingcredits.dll

05=crates.dll

06=InfiniteAmmo.dll

07=GameSpy_Support.dll

08=BuildingHealthSounds.dll

09=BWDetector.dll

10=FlamingC4Prevention.dll

11=TeamDonate.dll

12=Swap.dll

13=Sounds.dll

14=Taunts.dll

15=Spectate.dll

16=SBHNoRemotePickup.dll

17=VeteranPlugin.dll

18=ExtraConsoleCommands.dll

Subject: Re: Server Crash

Posted by Ethenal on Sat, 14 Jul 2012 01:31:28 GMT

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Distrbd21 wrote on Fri, 13 July 2012 19:40Animoskity wrote on Fri, 13 July 2012 19:22I'll just keep this thread as a place to keep my own personal crashdumps.

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- 3. you need to go through your list of plugins and add them 1 by 1 until the server does crash, if it doesn't then you ruled that out.
- 4. If it does crash then ask the maker of that plugin to update it.

You have no room to be a dick Mr. release BR plugin and don't know Perl.

Subject: Re: Server Crash

Posted by Xpert on Sat, 14 Jul 2012 01:33:43 GMT

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00=BanSystem.dll - WORKS

01=Mute.dll - WORKS

02=antispawnkill.dll - WORKS

03=firstblood.dll - WORKS

04=randomstartingcredits.dll - WORKS

05=crates.dll - WORKS

06=InfiniteAmmo.dll - WORKS

07=GameSpy_Support.dll - POSSIBLE CRASH

08=BuildingHealthSounds.dll - WORKS

09=BWDetector.dll - WORKS

10=FlamingC4Prevention.dll - WORKS (I have crash issues with my personal vet system)

11=TeamDonate.dll - WORKS

12=Swap.dll - WORKS

13=Sounds.dll - UNKNOWN

14=Taunts.dll - UNKNOWN

15=Spectate.dll - HAS A CRASH ISSUE BUT ONLY WHEN USED INCORRECTLY

16=SBHNoRemotePickup.dll - WORKS (LOL you use this)

17=VeteranPlugin.dll - If this is Iran's, then this hasn't been tested.

18=ExtraConsoleCommands.dll - WORKS

19=RangeRoFDetection.dll - WORKS but needs a correct update

Hope this narrows down your problems. Unfortunately this is all I could say since I can't debug the dump.

Subject: Re: Server Crash

Posted by jonwil on Sat, 14 Jul 2012 05:23:13 GMT

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Looking at the crashdump, what I see is that ScriptableGameObj::Post_Think calls Timer_Expired on some unknown script inside FlamingC4Prevention.dll (attached to a C4GameObj I think) This script then crashes for reasons I cant identify as I dont have any debugging information for FlamingC4Prevention.dll (assuming any PDB file that matches the specific FlamingC4Prevention.dll running on this server at the time of the crash even exists)

Subject: Re: Server Crash

Posted by iRANian on Sat, 14 Jul 2012 16:09:42 GMT

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I've debugged the crashdump and it's crashing because one of my helper functions doesn't check for a null pointer. I'm fixing it now and releasing a fix for it.

I couldn't reproduce the crash itself though.

Subject: Re: Server Crash

Posted by Ani on Sun, 15 Jul 2012 02:41:21 GMT

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Thanks for the update iRAN.

Question: Any updates coming to your Vet system?

Subject: Re: Server Crash

Posted by iRANian on Sun, 15 Jul 2012 07:28:44 GMT

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