Subject: server crash dump
Posted by Xpert on Thu, 16 Aug 2012 03:48:55 GMT
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I have never had a crash on my sniper server before and today it occured 8 times within 30 mins.
I'm not sure if it's TT related or is it someone attacking the server.

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File Attachments
1) wtfcrashes.rar, downloaded 285 times
```

Subject: Re: server crash dump
Posted by jonwil on Thu, 16 Aug 2012 05:22:43 GMT
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ok, those crashes are in scripts.dll. Without having the scripts.dll (and matching PDB) that was
running on the server at the time I cant debug this any further.

Subject: Re: server crash dump
Posted by Whitedragon on Thu, 16 Aug 2012 07:07:46 GMT
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If you're running a custom scripts.dll you should open up the crashdump yourself to check if the
crash was in your scripts.dll before posting it here.

Drag the crashdump into visual studio. After it opens click "Debug with Native Only" at the top
right and then click "Break" on the popup. If anything in scripts.dll is in the call stack then it should
jump to that in the source code. The scripts.dll and scripts.pdb have to match, so if you've built a
new version or cleaned the project then this won't work.

And before someone tries to correct me, you CAN do this in the express version of visual studio.

Subject: Re: server crash dump
Posted by Xpert on Thu, 16 Aug 2012 08:05:44 GMT
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I did do this. It mentioned memorymanager.dll, tt.dll and some other dll. It brought me to a call
stack. None of it ever pointed to my source code.

Subject: Re: server crash dump
Posted by Xpert on Thu, 16 Aug 2012 08:07:00 GMT
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jonwil wrote on Thu, 16 August 2012 01:22ok, those crashes are in scripts.dll. Without having the scripts.dll (and matching PDB) that was running on the server at the time I cant debug this any further.

I can upload it if need be. I can look for you on irc when I get on later.

Subject: Re: server crash dump
Posted by Whitedragon on Thu, 16 Aug 2012 08:42:29 GMT
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Alright. Just wanted to make sure you knew how to open crashdumps as there seems to be a misconception that you can't in the express version.

Subject: Re: server crash dump
Posted by StealthEye on Thu, 16 Aug 2012 22:49:19 GMT
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Well, to give another hint then, because that reveals that this crash was actually in scripts.dll: if you go to the call stack and find that the first (few) entries are in microsoft dlls, then right click those entries (topmost one first) and select "Load Symbols From" -> "Microsoft Symbol Servers". This loads the .pdb, so that the call stack below it becomes more accurate.

In these crashdumps, it crashed in memmove which was called from a scripts.dll function. Before loading the symbols, scripts.dll does not show up on the call stack.

Subject: Re: server crash dump
Posted by Xpert on Thu, 16 Aug 2012 23:52:03 GMT
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StealthEye wrote on Thu, 16 August 2012 18:49Well, to give another hint then, because that reveals that this crash was actually in scripts.dll: if you go to the call stack and find that the first (few) entries are in microsoft dlls, then right click those entries (topmost one first) and select "Load Symbols From" -> "Microsoft Symbol Servers". This loads the .pdb, so that the call stack below it becomes more accurate.

In these crashdumps, it crashed in memmove which was called from a scripts.dll function. Before loading the symbols, scripts.dll does not show up on the call stack.

This part I never knew. Thank you!

Subject: Re: server crash dump

Posted by StealthEye on Fri, 17 Aug 2012 00:30:06 GMT

<>

You're welcome. Good luck identifying it.