
Subject: server crash dump
Posted by [Xpert](#) on Thu, 16 Aug 2012 03:48:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have never had a crash on my sniper server before and today it occurred 8 times within 30 mins. I'm not sure if it's TT related or is it someone attacking the server.

File Attachments

1) [wtfcraashes.rar](#), downloaded 126 times

Subject: Re: server crash dump
Posted by [jonwil](#) on Thu, 16 Aug 2012 05:22:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

You're welcome. Good luck identifying it.
