
Subject: [GENERAL] bug

Posted by [Ethenal](#) on Tue, 08 Apr 2014 00:33:58 GMT

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(19:29:42) <&JellyMarathon> [General] Current game on map C&C_Walls_Reloaded.mix has ended. Game was won by GDI by Building Destruction.

Yeah, C&C_Walls_Reloaded.mix is the default entry in the TT server distribution in svrcfg_cnc.ini (which is no longer used). I presume this is a TT bug, but please correct me if I'm wrong. I don't recall ever witnessing this before.

This doesn't seem to have any implications to gameplay, just a visual issue.

Subject: Re: [GENERAL] bug

Posted by [Ethenal](#) on Thu, 17 Apr 2014 23:29:18 GMT

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Gonna add on to this, seems that the code to connect to the updater server (sano.sanoweb.nl?) seems to be blocking with no timeout, i.e. when the update server is not up, the game will not ever start unless you use game2.exe. Any word on this?

Subject: Re: [GENERAL] bug

Posted by [EvilWhiteDragon](#) on Fri, 18 Apr 2014 06:04:38 GMT

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Ethenal wrote on Fri, 18 April 2014 01:29 Gonna add on to this, seems that the code to connect to the updater server (sano.sanoweb.nl?) seems to be blocking with no timeout, i.e. when the update server is not up, the game will not ever start unless you use game2.exe. Any word on this? Can't help with the issue, but I can at least explain the address. The TiberianTechnologies website and patches run on a webserver provided for by a friend of ours. He owns the website sanoweb.nl.

I presume you did a reverse lookup on the IP or something like that to figure the web-address out?

Subject: Re: [GENERAL] bug

Posted by [Xpert](#) on Fri, 18 Apr 2014 07:15:31 GMT

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EvilWhiteDragon wrote on Fri, 18 April 2014 02:04

I presume you did a reverse lookup on the IP or something like that to figure the web-address out?

Pretty much lol. Was an interesting fine when we were talking about it on IRC.

Subject: Re: [GENERAL] bug
Posted by [Ethenal](#) on Thu, 24 Apr 2014 01:44:56 GMT
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Oh my bad I never replied to this, I was gonna say disregard the first post because I forgot Jelly is still on revision 5704, lol.

EWD I used Sysinternal's procmon tool which shows most of the system calls a Windows application can use, it shows TCP send/receive and it actually showed it as "sano.sanoweb.nl" instead of an IP address. I've used procmon in the for the purpose of diagnosing frozen/bugged applications, because you can usually (as I was able to do so in this case) see what the last thing the program was doing before it froze up. As I stated, the TCP send to sano.sanoweb.nl was the last thing Renegade was doing before it froze, and once it made the connection it loaded right up.
