
Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Sun, 12 Aug 2012 15:19:51 GMT
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Fixed. You can use one of the following workarounds:

1. Stop sending data to the gamelog TCP port (it's supposed to execute this data as console commands, but it seems that this is unreliable atm). Or
2. Replace the SSGMGameLog::Think in your scripts.dll with the code in the spoiler tag and recompile it.

```
Toggle Spoilervoid SSGMGameLog::Think()
{
    SOCKET so = accept(s,NULL,NULL);
    if (so != INVALID_SOCKET)
    {
        Connection *c = new Connection;
        c->cbufferFilled = 0;
        c->socket = so;
        c->cbuffer[_countof(c->cbuffer)-1] = '\0';
        Connections.Add(c);
    }
    for (int i = 0; i < Connections.Count(); ++i)
    {
        int chars_read = recv(Connections[i]->socket, Connections[i]->cbuffer +
Connections[i]->cbufferFilled, _countof(Connections[i]->cbuffer)-1 - Connections[i]->cbufferFilled,
0);
        if (chars_read == 0 || (chars_read == SOCKET_ERROR && WSAGetLastError() !=
WSAEWOULDBLOCK)) // Graceful close or error. Note that if the buffer is full, 0 bytes are read,
and this is interpreted as a graceful close too!
        {
            closesocket(Connections[i]->socket);
            Connections.Delete(Connections[i]);
        }
        else if (chars_read > 0) // Data received
        {
            char* lineStartPos = Connections[i]->cbuffer;
            char* endPos = Connections[i]->cbuffer + Connections[i]->cbufferFilled + chars_read;
            for (;;)
            {
                TT_ASSERT(endPos >= lineStartPos);
                char* lineEndPos = (char*)memchr(lineStartPos, '\n', endPos - lineStartPos);
                if (!lineEndPos) break;
                *lineEndPos = '\0';
                if (lineEndPos - lineStartPos > 0 && *(lineEndPos-1) == '\r') *(lineEndPos-1) = '\0'; // Remove
trailing \r if CRLF line endings are used.
                Console_Input(lineStartPos);
                lineStartPos = lineEndPos+1;
            }
        }
    }
}
```

```
}
TT_ASSERT(endPos - lineStartPos >= 0);
Connections[i]->cbufferFilled = endPos - lineStartPos;
memmove(Connections[i]->cbuffer, lineStartPos, endPos - lineStartPos);
}
}
}
```
