
Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by [iRANian](#) on Sat, 01 Sep 2012 21:21:58 GMT

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I've uploaded version 1.4, Animoski reported that both his main and test server crashed at the same and that the FDS didn't generate a crashdump, which likely means it crashed in the GSA socket thread code from this plugin, he suspected the reason it crashed was because the connection with the GameSpy master server was lost.

This plugin checks for socket errors the way Microsoft's documentation describes, but receiving data on a closed socket isn't considered an error, it will cause zero bytes of data to be received instead of an error being "set". My plugin didn't check for this because it's fucking retarded to design a function like that and this design wasn't highlighted in the documentation.

The update adds code to check for this and another data corruption case, but I'm not sure if it fixes this of crash which I'm not certain if it was caused by this plugin (although it seems very likely).
