
Subject: Server Crashes

Posted by [Creed3020](#) on Sat, 15 Jan 2005 04:55:42 GMT

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Hi, I've got this problem that the server crashes when certain maps are played.

So far it always crashes on Siege and City Flying. I haven't gone through the entire rotation so I am not sure what other maps may cause it to crash.

Running the FDS with core patch 1.2 and brenbot 1.40

Subject: Server Crashes

Posted by [mac](#) on Sat, 15 Jan 2005 12:36:23 GMT

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Did you disable the suggested options that cause the FDS to crash in server2.ini ?

Other than that, we need more details. Maybe someone is crashing *you* with an exploit

Subject: Server Crashes

Posted by [Creed3020](#) on Sat, 15 Jan 2005 17:10:32 GMT

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Thanks mac, I will look through server2.ini

Just an update, I installed another iteration of the FDS and I have concluded that is must be something part of CP1.2, like you said probably something with the SSAOW config. Thanks again.

Subject: Server Crashes

Posted by [Creed3020](#) on Sat, 15 Jan 2005 23:47:02 GMT

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update: After re-installing CP 1.2 on a fresh install of the FDS it wasn't crashing on any specific maps. It ran fine for an hour then it crashed again on City Flying and also on the next map Canyon.

When I mean crash, the FDS either gameovers to the next map or the whole FDS restarts.

Subject: Server Crashes

Posted by [Creed3020](#) on Mon, 17 Jan 2005 03:16:49 GMT

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Well the server crashes weren't enough, now BRenBot is acting up. Many commands are not working such as !rules, !rotation and !nextmap.

In the BR window it will say:

```
<[EoE]Creed3020>!nextmap  
running nextmap..  
DEBUG: Nextmap...should have worked
```

Another command gone wild:

Quote:

```
<[EoE]Creed3020> !bl  
<eoesvr01> 8 War Factory (500/500) * 8 AGT (500/500) * 8 Refinery (500/500) * 8 Barracks  
(500/500) * 8 War Factory (500/500) * 8 AGT (500/500) * 8 Barracks (500/500) * 8 Refinery  
(500/500) * 8 GDI Powerplant (500/500) * 8 War Factory (500/500) * 8 AGT (500/500) * 8  
Refinery (500/500) *  
<eoesvr01> 4 Airstrip (500/500) * 4 Hand of Nod (500/500) * 4 Obelisk (500/500) * 4 Refinery  
(500/500) * 4 Refinery (500/500) * 4 Nod Powerplant (500/500) * 4 Airstrip (500/500) * 4 Hand  
of Nod (500/500) * 4 Obelisk (500/500) * 4 Airstrip (500/500) * 4 Hand of Nod (500/500) * 4  
Obelisk (500/500) * 4 Refinery (500/500) *
```

The current map is City Flying for the info below:

Quote:

```
<[EoE]Creed3020> !buildings  
<eoesvr01> 8 War Factory (500/500) * 8 AGT (500/500) * 8 Refinery (500/500) *  
<eoesvr01> 4 Airstrip (500/500) * 4 Hand of Nod (500/500) * 4 Obelisk (500/500) * 4 Refinery  
(500/500) *
```

Is there a way to turn off the logs that pile up in the FDS folder from running gamelog? I know about this option,

; This enables Gamelog logging. If you want to turn it off, set it to 0.
; Note: Some of BRenBot's Features will not work then

```
Enable_Gamelog=0
```

I hope this helps but if more details are required I'll post them too.

Subject: Server Crashes

Posted by [mac](#) on Mon, 17 Jan 2005 12:47:01 GMT

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You haven't given me any details on the crash issue..

When does it crash? Does it crash when someone is killed? Does it crash when someone sets an

ion cannon? etc

Post the last line of the logs and irc output, before it crashes. Look if there is a player with a very long name joining before it crashes, thats a known exploit

I know about the !bl issue.. it should be better in the next version.

There's an option in brenbot.cfg that is called
Delete_Gamelog_Files

Set that to 1, and it should delete gamelog files instead of archiving it!

Subject: Server Crashes

Posted by [Creed3020](#) on Mon, 17 Jan 2005 21:40:35 GMT

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Thanks mac, thanks a lot.

Well after another re-install last night things are actually running. It took me 5 tries but it is running stable now though I wouldn't be surprised if that changed.

Next time it goes down I will be more specific.

Subject: Server Crashes

Posted by [EA-DamageEverything](#) on Thu, 24 Feb 2005 20:16:24 GMT

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macThere's an option in brenbot.cfg that is called
Delete_Gamelog_Files

Set that to 1, and it should delete gamelog files instead of archiving it! Yes but it won't delete the gamelog.txt. After BrenBot and FDS shutdown, this Textfile is still present with content in it. Not only the content of gamelog.txt, even the whole file won't be deleted....

Subject: Server Crashes

Posted by [mac](#) on Fri, 25 Feb 2005 08:50:22 GMT

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That option in brenbot just deletes the archive files created by brenbot.

Gamelog.txt is not deleted for obvious reasons, as you can never be sure if you loose important data. BRenBot doesn't read it from the start when it gets too large though.
