Posted by forcee on Sun, 12 Feb 2006 13:11:48 GMT
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Hi,
i have some problem with the new CP2 on Linux.

My Renegade server runs on FC3 with CP1 and the LFDS Wrapper 0.3.
Now i want to test the CP2 on this server.

I have installed the CP2 without problems.
Now i want to start it with the renegade_server Skript (Wrapper), it shows me this:

./renegade: symbol lookup error: ./scripts-RH8.so: undefined symbol: _Z10LoadScopesv

The hole text:

Renegade Server Wrapper 0.3 (c) 2003-2004 by Blackhand Studios
Opening TCP Port 4853
Using scripts.so for Redhat 8.0
Started Server with pid 20646
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
Console mode active
Linux Scripts Patch v0.01 enabled Renegade version.
- Initializing scripts.so patch!
- Scripts relocation offset: 0x00000000
- Original built-in script count: 1635
- Total script count: 2188
- Linux Scripts Patch succesfully
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
./renegade: symbol lookup error: ./scripts-RH8.so: undefined symbol: _Z10LoadScopesv
Application has terminated - restarting.

Without the Wrapper, with the renegade_server_1037b_rh8-0 script it run, but now all players
witch use the 10€ version of Renegade can't play on the server.

My questions are,
have someone the same problem?
and can i fix this problem?

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Looks like your bhs.dll didn't get updated (I would run that symbol name thru c++filt and post what
it spits out)...

Subject: Re: Core Patch 2 on Linux
Posted by forcee on Sun, 12 Feb 2006 16:18:41 GMT
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looks like so, last update was

2. Dez 10:03 bhs.dll

but what this mean i don't no:

c++filt _Z10LoadScopesv
LoadScopes()

Subject: Re: Core Patch 2 on Linux
Posted by forcee on Sun, 12 Feb 2006 19:04:24 GMT
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now it works

i have completly reinstalled the server and now it works.

Subject: Re: Core Patch 2 on Linux
Posted by =HT=T-Bird on Mon, 13 Feb 2006 03:03:59 GMT
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forcee wrote on Sun, 12 February 2006 10:18looks like so, last update was

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That means that the culprit is what I thought is was...that's all

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