

---

Subject: Server Crashes

Posted by [Nightma12](#) on Sat, 29 Jul 2006 16:06:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

been happeing a bit too often l8ly...

im on SSAOW 1.5.1 but with bhs.dll 2.9 (copy + pasted the dll)

heres my crashdump

---

#### File Attachments

1) [crashdump.txt](#), downloaded 152 times

---

---

Subject: Re: Server Crashes

Posted by [StealthEye](#) on Sat, 29 Jul 2006 16:48:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It seems to crash on determining the ping for the pinfo command reply (for player with id 5). I can't get any more info out of this message though, I do not know why it crashed...

The weird thing is though that the location it crashed on is in the middle of one instruction, which seems to indicate that it does not properly determine the location of  
cConnection::Get\_Remote\_Host(int)

---

---

Subject: Re: Server Crashes

Posted by [Nightma12](#) on Sat, 29 Jul 2006 17:13:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hmm, interesting...

it happens all the time... my server is constantly crashing =/

---

---

Subject: Re: Server Crashes

Posted by [jnz](#) on Sat, 29 Jul 2006 17:54:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it has tried to read from a address in the memory that is illegal. usally and array of some sort.

---

---

Subject: Re: Server Crashes

Posted by [Nightma12](#) on Sat, 29 Jul 2006 18:01:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

weve found out that its a PINFO cmd being sent when someone leaves.....?

its unable to get the ping... bug any1?

---

---

Subject: Re: Server Crashes

Posted by [Zion](#) on Sat, 29 Jul 2006 18:07:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is definatally a bug with something, it always restarts when anyone leaves the server.

Maybe the bug's in NR 3.5 BETA? Never used to happen in 3.4 or any other lower versions.

---

---

Subject: Re: Server Crashes

Posted by [Nightma12](#) on Sat, 29 Jul 2006 18:14:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thats because 3.4 did not use the PINFO command... lol

---

---

Subject: Re: Server Crashes

Posted by [StealthEye](#) on Sat, 29 Jul 2006 18:37:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think it's a bug in pinfo, crashing whenever the ping cannot be determined (and I guess that happens when ppl leave the server).

The bot executes the pinfo command when a player leaves though, which makes it crash. Most (older) bots don't use the pinfo so those won't have trouble with the bug.

I can't see why determining the ping goes wrong though, I can't exactly see when it goes wrong with the crashdump and can't reproduce the bug. It might be easier for bhs to fix it as the pinfo command is part of their code...

---

---

Subject: Re: Server Crashes

Posted by [danpaul88](#) on Sat, 29 Jul 2006 19:35:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

well the obvious answer would seem to be to make the bot check the player is in the game before doing a PINFO command...

---

---

Subject: Re: Server Crashes

Posted by [Nightma12](#) on Sun, 30 Jul 2006 08:59:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

just updated to bhs.dll 2.9.1 and its the same

i downgraded my server to NR 3.4 so that it wouldnt be sending PINFO.... and it seems to be running fine at the moment... but halfway through a game, i typed PINFO into the console... and it crash <\_<

EDIT: also, the SVERSION command still display 2.9 and not 2.9.1

---

---

Subject: Re: Server Crashes  
Posted by [jonwil](#) on Sun, 30 Jul 2006 09:24:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok, firstly, I will look into the pinfo bug and may release a 2.9.2. As for the SVERSION command, its supposed to say 2.9 and not 2.9.1. Thats the way its designed.

EDIT: I have checked the code and found why it could be failing. What seems to be happening is that cConnection::Get\_Remote\_Host is returning NULL for some reason and that is causing the crash.

Will add extra error checking to all the relevant places to make sure not to use the result of cConnection::Get\_Remote\_Host if it is NULL and release a 2.9.2 sometime soon.

As for SSAOW, running any SSAOW version with a bhs.dll version other than the one its designed for WONT work and should NOT be done.

---

---

Subject: Re: Server Crashes  
Posted by [Nightma12](#) on Sun, 30 Jul 2006 09:35:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok, cheers jon!

and yeah, i thought the SVERSION would of display it was 2.91 as there are loads of 0's after the 9 on cmd

ah wells no worries though!

---

---

Subject: Re: Server Crashes  
Posted by [Nightma12](#) on Sun, 30 Jul 2006 14:14:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tahts odd....

im not running the PINFO cmd... yet crashes again

Quote:<AOE-BOT> [NR] 15Host : [NR] jumar91 Has Been Recommended By NightRegulator,  
For: Destroyed The GDI Tiberium Refinery, On Map C&C\_Walls\_Flying.mix, Congrats! (3  
Recommendations)

<AOE-BOT> [NR] 11Player adex16 Has Left The Game.  
<AOE-BOT> [NR] 11adex16 Was Kicked From The Game.  
<AOE-BOT> [NR] 9Server Is Loading...  
<AOE-BOT> [NR] 9\*\*\* Auto starting game. Type 'quit' to abort \*\*\*  
<AOE-BOT> [NR] 9Initializing XWIS Mode.  
<AOE-BOT> [NR] 9Got Server List.  
<AOE-BOT> [NR] 9Logging Onto USA Server...  
<AOE-BOT> [NR] 9Logged On OK.  
<AOE-BOT> [NR] 9Applying Server Settings.  
<AOE-BOT> [NR] 9Creating Game Channel...  
<AOE-BOT> [NR] 9Channel Created OK.  
<AOE-BOT> [NR] 9Loading Level C&C\_City\_Flying.mix...  
<AOE-BOT> [NR] 15Host : Teams have been remixed.  
<AOE-BOT> [NR] 9Level Loaded OK.  
<AOE-BOT> [NR] 11Player ExoDoom Has Left The Game.  
<AOE-BOT> [NR] 11ExoDoom Was Kicked From The Game.  
<AOE-BOT> [NR] 9Server Is Loading...  
<AOE-BOT> [NR] 9\*\*\* Auto starting game. Type 'quit' to abort \*\*\*  
<AOE-BOT> [NR] 9Initializing XWIS Mode.  
<AOE-BOT> [NR] 9Got Server List.  
<AOE-BOT> [NR] 9Logging Onto USA Server...  
<AOE-BOT> [NR] 9Logged On OK.  
<AOE-BOT> [NR] 9Applying Server Settings.  
<AOE-BOT> [NR] 9Creating Game Channel...  
<AOE-BOT> [NR] 9Channel Created OK.  
<AOE-BOT> [NR] 9Loading Level C&C\_City\_Flying.mix...  
<AOE-BOT> [NR] 15Host : Teams have been remixed.  
<AOE-BOT> [NR] 9Level Loaded OK.

thats odd..... ExoDoom wasnt even in game... yet he left and was kicked???? also adex wasnt  
in game either....?

### File Attachments

1) [crashdump.txt](#), downloaded 146 times

---

---

Subject: Re: Server Crashes

Posted by [Cat998](#) on Sun, 30 Jul 2006 14:57:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Sun, 30 July 2006 11:24As for SSAOW, running any SSAOW version with a  
bhs.dll version other than the one its designed for WONT work and should NOT be done.

---

---

Subject: Re: Server Crashes  
Posted by [Zion](#) on Sun, 30 Jul 2006 16:19:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I thought it was only scripts.dll that came with SSOAW that only work? I have CP2's bhs.dll on my serv and it runs just fine.

---

Subject: Re: Server Crashes  
Posted by [StealthEye](#) on Sun, 30 Jul 2006 22:05:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That seems to go wrong when it gets the ip address or something from a player when he/she joins. Doesn't seem to be in bhs code this time though, I'm not sure what caused it... :/

---

Subject: Re: Server Crashes  
Posted by [Nightma12](#) on Mon, 31 Jul 2006 22:58:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thats odd...

crashes are getting a lil out of hand now... and i always get that player kicked message before server crashes.... always by somebody not ingame!

---

Subject: Re: Server Crashes  
Posted by [StealthEye](#) on Mon, 31 Jul 2006 23:05:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The BlackIntel servers seem to crash sometimes when the BW exploit "fix" message appears, not always though! Maybe it's the player join hook that causes trouble? The problem we're having doesn't create a crashdump though :S

---

Subject: Re: Server Crashes  
Posted by [Nightma12](#) on Mon, 31 Jul 2006 23:23:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

could it possibly someone on the gameinfo screen?

---

Subject: Re: Server Crashes  
Posted by [Nightma12](#) on Tue, 01 Aug 2006 22:44:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

problem seems to be in the no-name nick patch in bhs.dll as Stealth hex edited mine and now its fine

twas nothing to do with bhs.dll + scripts.dll mismatch

---