Subject: FDS Bug?
Posted by trooprm02 on Thu, 20 Dec 2007 20:55:51 GMT
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Well, since I started hosting a backup server, on a home server rig I setup, my internet has been somewhat spotty, no enet the weekend that just past, 2 full feet of snow, so I RDP to my server, and it shows the typical Windows XP, recieved an error and must restart/shutdown message, but I didn't both copy/saving the tech details of the bug because I figuired I would just upload the crashdump. Well anyway, so I hit dont send, cancel, the server is still running, and I type type in the console, it shows all the commands, and looks fine. BUT, the server does not show up on the list

I restart it, and everything works fine. Oh, and also, no crashdump is mystrasly made . This now happens anytime the server losses connection over an 6+ hour time period, shouldn't it just keep saying, lost connection, and keep trying to connect untill it does? Any suggestions, is this a known bug?

If no one has heard/seen this before, ill copy the XP tech error message, it did have something to do with server.dat if I remeber clearly (my server.dat is the BI server.dat, with the gameplay pending patch).

Subject: Re: FDS Bug?
Posted by trooprm02 on Fri, 21 Dec 2007 16:46:24 GMT
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Update:

http://img409.imageshack.us/img409/664/errormz8.png

File Attachments
1) f571_appcompat.txt, downloaded 293 times

Subject: Re: FDS Bug?
Posted by Yrr on Fri, 21 Dec 2007 18:20:21 GMT
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Invalid WOL login maybe?

Subject: Re: FDS Bug?
Posted by trooprm02 on Sat, 22 Dec 2007 02:52:40 GMT
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When I restart it works

Subject: Re: FDS Bug?
Posted by Yrr on Sat, 22 Dec 2007 03:00:23 GMT
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Yes, the WOL error messages are not very helpful. Maybe a firewall problem? You'd use WOLProxy to find out if the WOL server kicks you out. I have no link for it, look for it in the forums.

Subject: Re: FDS Bug?
Posted by =HT=T-Bird on Sat, 22 Dec 2007 13:06:01 GMT
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What scripts.dll version are you running? This might be caused by SK's nick fix and JonWil's nick fix stepping on each other's toes...if so, just replace SK's bandtest with the stock FDS one.

Subject: Re: FDS Bug?
Posted by trooprm02 on Sat, 22 Dec 2007 13:37:24 GMT
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Why would I error if it kicked me?

=HT=T-Bird wrote on Sat, 22 December 2007 13:06What scripts.dll version are you running? This might be caused by SK's nick fix and JonWil's nick fix stepping on each other's toes...if so, just replace SK's bandtest with the stock FDS one.

^^Well, to get this serv working (only works with old SCTF, and im using blackintel.dll), I had to screw with a few things. Ya, I am using the nicknameexploit.zip fix, which is SK's (right?), whats johnwils? Built into the scripts right? Starting at what version tho?

I think the latest SCTF scripts were 2.9.2, so thats what im using + the SK fix.

Subject: Re: FDS Bug?
Posted by =HT=T-Bird on Sun, 23 Dec 2007 12:54:49 GMT
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trooprm02 wrote on Sat, 22 December 2007 07:37Why would I error if it kicked me?

=HT=T-Bird wrote on Sat, 22 December 2007 13:06What scripts.dll version are you running? This might be caused by SK's nick fix and JonWil's nick fix stepping on each other's toes...if so, just replace SK's bandtest with the stock FDS one.

^^Well, to get this serv working (only works with old SCTF, and im using blackintel.dll), I had to screw with a few things. Ya, I am using the nicknameexploit.zip fix, which is SK's (right?), whats johnwils? Built into the scripts right? Starting at what version tho?

I think the latest SCTF scripts were 2.9.2, so thats what im using + the SK fix.

Yes JW's nickfix is built into the scripts. However,I don't know what version though, and if someone would answer that question for me, that'd be great.

Subject: Re: FDS Bug?
Posted by trooprm02 on Wed, 26 Dec 2007 01:53:13 GMT
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Ok, so which scripts should I overwrite? And by default ones, you mean standard, clean FDS install scripts?

Subject: Re: FDS Bug?
Posted by Xpert on Wed, 02 Jan 2008 08:02:57 GMT
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Doesn't matter on the scripts.dll version. NickNameExploit fix will cause problems depending also on the bhs.dll you're using.

If you're bhs.dll is 72KB and below and you're using SSCTF 2.9.2, then it will work.

Anything higher will cause the nickname exploit fix to not work or even crashed the server.

Subject: Re: FDS Bug?
Posted by trooprm02 on Wed, 02 Jan 2008 19:27:04 GMT
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Alright, well my bhs.dll is much higher than that (2xxKB), so Ill replace it, along with the scripts, and remove the nicknameexploit fix.

Would the old blackintel.dll, or a BI patched server.dat have anything to do with it aswell? Considering it does say server.dat is the root of the problem?

Subject: Re: FDS Bug?
Posted by =HT=T-Bird on Wed, 02 Jan 2008 22:41:32 GMT
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trooprm02 wrote on Wed, 02 January 2008 13:27Alright, well my bhs.dll is much higher than that (2xxKB), so Ill replace it, along with the scripts, and remove the nicknameexploit fix.

Would the old blackintel.dll, or a BI patched server.dat have anything to do with it aswell?
Considering it does say server.dat is the root of the problem?
We'll have to wait and see how removing SK's nickfix does.