
Subject: Server Crashdump

Posted by [Lazy5686](#) on Fri, 06 Jul 2012 22:03:39 GMT

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Happened just after a game over from Walls_flying before it even started loading Volcano.

<http://www.mediafire.com/?84nsjg8149bdm4c>

Running 4.0 beta 5

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Sat, 07 Jul 2012 19:35:59 GMT

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It seems that you lost connection and that it was not properly handled and instead crashed. Not sure why though.

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Wed, 18 Jul 2012 00:53:26 GMT

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Maybe you can shed some insight into these crash dumps.

It appears that Spectate.dll may have been the cause of a few of them but I cannot be entirely sure.

File Attachments

1) [ServerCrashDumpsJuly17.zip](#), downloaded 290 times

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Sat, 21 Jul 2012 01:58:13 GMT

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Xpert took a peek through some of them from the 17th and said most were crashes in MemoryManager.dll and tt.dll...

Oh, and here's some more.

File Attachments

1) [CrashDumps18_19_20_July.zip](#), downloaded 307 times

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Tue, 24 Jul 2012 02:44:56 GMT

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Another two.

File Attachments

1) [ServerCrashDumpsJuly21.zip](#), downloaded 277 times

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Tue, 24 Jul 2012 16:16:57 GMT

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EDIT: [13:19:36] <iran> it's a crash in tt.dll

File Attachments

1) [ServerCrashDumpJuly24.zip](#), downloaded 277 times

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Sat, 28 Jul 2012 20:26:47 GMT

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I get the feeling that it may be one of Iran's plugins occasionally causing the crashes, even if it says it is crashing in tt.dll, but I don't know which one as I'm not around when it crashes.

Unless someone can give me an update on any of these...

EDIT: Raven muted someone just before the last crash today.

File Attachments

1) [CrashDumpsJuly27_28.zip](#), downloaded 283 times

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Sun, 29 Jul 2012 22:11:20 GMT

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Some of the crashdumps are related to the server cConnection becoming NULL. This should not be possible unless the server was somehow requested to exit (and then it should still not become NULL in the place where it happened in the crashdump, so it seems something mistakenly writes to that location).

Most of the crashdumps are in what seems to be a custom version of scripts.dll, so I cannot debug those. Are you indeed running a custom scripts.dll, and do you have the corresponding

.pdb to debug it?

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Sun, 29 Jul 2012 23:52:04 GMT

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We are in fact running a custom scripts.dll however the changes are quite minor and shouldn't be affecting that at all...

That being said I'll look into it.

Thanks for your time.

Subject: Re: Server Crashdump

Posted by [Xpert](#) on Mon, 30 Jul 2012 00:04:49 GMT

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StealthEye wrote on Sun, 29 July 2012 18:11 Some of the crashdumps are related to the server connection becoming NULL. This should not be possible unless the server was somehow requested to exit (and then it should still not become NULL in the place where it happened in the crashdump, so it seems something mistakenly writes to that location).

Most of the crashdumps are in what seems to be a custom version of scripts.dll, so I cannot debug those. Are you indeed running a custom scripts.dll, and do you have the corresponding .pdb to debug it?

I handed off to them the custom scripts.dll but how does my changes affect "connection"? The changes are very minor.

- Editing vehicle shells to be Medium armor and removing the BLAMO effect
- Adding host messages for building kills
- Edited the gamelog code in gmlog.cpp to have spaced out message prefixes
- Added an !rweap command that allows you to remove a selected weapon from your weapon bag

Other than that, it's completely stock SSGM.

Could another possibility be that a custom BRenBot plugin caused the server to exit?

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Mon, 30 Jul 2012 11:48:11 GMT

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There are various ways how custom code could affect this:

- It could write to an invalid memory location due to an error, which coincidentally always happens to be the server's connection.
- It could crash in TT scripts.dll code, but because you have a custom version I cannot see where and therefore cannot debug it properly.
- It could do something wrong elsewhere, but only crash when executing some scripts.dll code. For example, if The_Game() is corrupted somehow and you call The_Game()->blah in your scripts, then it would crash in your code even if your code is not the cause. Knowing where it crashed in your code would help to debug it, however.
- There could be two issues, one in your code (half of the crashdumps) and one in the TT connection stuff (other half of the crashdumps).

Either way, it's hard to tell for me because I don't have your scripts.pdb.

Subject: Re: Server Crashdump
Posted by [Ethenal](#) on Mon, 30 Jul 2012 14:15:19 GMT
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That's why I said to upload the .pdb while SEye actually has the time to look at it

Subject: Re: Server Crashdump
Posted by [Xpert](#) on Mon, 30 Jul 2012 22:03:34 GMT
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Boobies.

File Attachments
1) [scripts.rar](#), downloaded 304 times

Subject: Re: Server Crashdump
Posted by [jonwil](#) on Tue, 31 Jul 2012 03:06:50 GMT
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We also need the scripts.dll that that scripts.pdb file goes to.

Subject: Re: Server Crashdump
Posted by [Xpert](#) on Tue, 31 Jul 2012 17:56:00 GMT
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Boobies #2

File Attachments

1) [scriptsdll.rar](#), downloaded 285 times

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Tue, 31 Jul 2012 22:31:27 GMT

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I have tried a few crashdumps, but none of them seem to match that scripts.dll.

Subject: Re: Server Crashdump

Posted by [Xpert](#) on Wed, 01 Aug 2012 00:18:40 GMT

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Probably because Scruffy is using the wrong one

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Wed, 01 Aug 2012 01:19:28 GMT

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Hey, whenever I've been around the server is at 40+ people. I'd rather not restart it then.

I just updated it...

In any case here's the older one...

File Attachments

1) [ScriptsOLD.dll](#), downloaded 276 times

Subject: Re: Server Crashdump

Posted by [Xpert](#) on Wed, 01 Aug 2012 01:21:36 GMT

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Lazy5686 wrote on Tue, 31 July 2012 21:19

In any case here's the older one...

Hopefully this will find a solution.

Subject: Re: Server Crashdump

Posted by [jonwil](#) on Wed, 01 Aug 2012 01:35:14 GMT

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Won't help as we dont have a PDB file for that scripts.dll

So yeah its unlikely we can find the cause of those crashes

Subject: Re: Server Crashdump

Posted by [Xpert](#) on Wed, 01 Aug 2012 02:08:08 GMT

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ugh. that sucks.

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Wed, 01 Aug 2012 17:35:14 GMT

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I'll blame Xpert

We'll see how this version works over the next few days.

Thanks again.

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Sat, 11 Aug 2012 19:40:24 GMT

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We've been quite stable since the newer version although I really don't think anything major was changed.

However here's some crash dumps from the 9th and today.

File Attachments

1) [CrashDumps_Aug9_11.zip](#), downloaded 271 times

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Sun, 12 Aug 2012 15:19:51 GMT

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Fixed. You can use one of the following workarounds:

1. Stop sending data to the gamelog TCP port (it's supposed to execute this data as console commands, but it seems that this is unreliable atm). Or

2. Replace the SSGMGameLog::Think in your scripts.dll with the code in the spoiler tag and recompile it.

```
Toggle Spoilervoid SSGMGameLog::Think()
{
    SOCKET so = accept(s,NULL,NULL);
    if (so != INVALID_SOCKET)
    {
        Connection *c = new Connection;
        c->cbufferFilled = 0;
        c->socket = so;
        c->cbuffer[_countof(c->cbuffer)-1] = '\0';
        Connections.Add(c);
    }
    for (int i = 0; i < Connections.Count(); ++i)
    {
        int chars_read = recv(Connections[i]->socket, Connections[i]->cbuffer +
        Connections[i]->cbufferFilled, _countof(Connections[i]->cbuffer)-1 - Connections[i]->cbufferFilled,
        0);
        if (chars_read == 0 || (chars_read == SOCKET_ERROR && WSAGetLastError() != WSAEWOULDBLOCK)) // Graceful close or error. Note that if the buffer is full, 0 bytes are read,
        and this is interpreted as a graceful close too!
        {
            closesocket(Connections[i]->socket);
            Connections.Delete(Connections[i]);
        }
        else if (chars_read > 0) // Data received
        {
            char* lineStartPos = Connections[i]->cbuffer;
            char* endPos = Connections[i]->cbuffer + Connections[i]->cbufferFilled + chars_read;
            for (;;)
            {
                TT_ASSERT(endPos >= lineStartPos);
                char* lineEndPos = (char*)memchr(lineStartPos, '\n', endPos - lineStartPos);
                if (!lineEndPos) break;
                *lineEndPos = '\0';
                if (lineEndPos - lineStartPos > 0 && *(lineEndPos-1) == '\r') *(lineEndPos-1) = '\0'; // Remove
                trailing \r if CRLF line endings are used.
                Console_Input(lineStartPos);
                lineStartPos = lineEndPos+1;
            }
            TT_ASSERT(endPos - lineStartPos >= 0);
            Connections[i]->cbufferFilled = endPos - lineStartPos;
            memmove(Connections[i]->cbuffer, lineStartPos, endPos - lineStartPos);
        }
    }
}
```

Subject: Re: Server Crashdump
Posted by [raven](#) on Sun, 26 Aug 2012 09:54:11 GMT

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Bump.

Any ideas?

http://jelly-server.com/raven/crash_Aug_26.rar

Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Sun, 26 Aug 2012 23:22:21 GMT

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The scripts.dll does not match the crashdump.

I can't tell what the issue was based on this. I see traces of cmsgp and spectate, but that does not necessarily mean that those are the cause. The correct .dll might help.

Subject: Re: Server Crashdump
Posted by [Gen_Blacky](#) on Sun, 26 Aug 2012 23:48:04 GMT

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spectate plugin can cause a crash because of Send_Object_Update. Check if player is active and game obj exists.

Subject: Re: Server Crashdump
Posted by [raven](#) on Mon, 27 Aug 2012 00:22:58 GMT

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Odd, that's the exact build of scripts (and only build of scripts) that I had running on the server at the time of the crash.. nonetheless I think Blacky is right as there is no crash if I remove the Send_Object_Update() code.

Thanks guys.

Subject: Re: Server Crashdump
Posted by [raven](#) on Mon, 27 Aug 2012 06:37:09 GMT

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<http://jelly-server.com/raven/Untitled.png>

is what I get when trying to debug it. No idea what that could be

Subject: Re: Server Crashdump

Posted by [iRANian](#) on Mon, 27 Aug 2012 06:47:15 GMT

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If you remove Send_Object_Update() people can see the guy spectating on his radar, hear his footsteps and sometimes will see dust kicking up from the air.

Subject: Re: Server Crashdump

Posted by [raven](#) on Mon, 27 Aug 2012 06:48:58 GMT

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iRANian wrote on Sun, 26 August 2012 23:47If you remove Send_Object_Update() people can see the guy spectating on his radar, hear his footsteps and sometimes will see dust kicking up from the air.

Which is why I want to get to the root of the issue rather than remove it

Subject: Re: Server Crashdump

Posted by [Gen_Blacky](#) on Mon, 27 Aug 2012 08:18:55 GMT

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raven wrote on Mon, 27 August 2012 00:48iRANian wrote on Sun, 26 August 2012 23:47If you remove Send_Object_Update() people can see the guy spectating on his radar, hear his footsteps and sometimes will see dust kicking up from the air.

Which is why I want to get to the root of the issue rather than remove it

This

Gen_Blacky wrote on Sun, 26 August 2012 17:48Send_Object_Update. Check if the player is active and game obj exists.

If going through the player list and player leaves before Send_Object_Update server will crash.

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Mon, 27 Aug 2012 13:27:55 GMT

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I just committed this fix:

```
@@ -168,10 +168,11 @@ void Spectate(GameObject *obj,int id)
    Commands->Set_Shield_Type(soldier,"Blamo");

    Disarm_All_C4_Beacons(id);

    for (SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter
= PlayerIter->Next())

    {

        cPlayer *p = PlayerIter->Data();

        + if (!p->Is_Active()) continue;

        if (p->Get_Id() == id)

        {

            Send_Object_Update(obj,p->Get_Id());

        }

    }

    else
```

Subject: Re: Server Crashdump
Posted by [iRANian](#) on Mon, 27 Aug 2012 13:37:03 GMT
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I think raven was gonna try out a fix that checks for cPlayer::IsActive too.

Subject: Re: Server Crashdump
Posted by [raven](#) on Sun, 09 Dec 2012 23:30:56 GMT
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Bump!

New crash tonight. Latest version of scripts (r5074)

Crashdump, dll and pdb are in the .rar.

Any ideas would be helpful!

http://jelly-server.com/raven/dec09_crash.rar

Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Mon, 10 Dec 2012 17:19:00 GMT
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It seems your bandwidth budget (sbbo) was set to 0, which caused a division by zero.

Subject: Re: Server Crashdump
Posted by [iRANian](#) on Mon, 10 Dec 2012 17:22:03 GMT
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hahaha

Subject: Re: Server Crashdump
Posted by [raven](#) on Tue, 11 Dec 2012 00:06:26 GMT
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hahaha indeed

Thanks StealthEye

Subject: Re: Server Crashdump
Posted by [Gen_Blacky](#) on Tue, 11 Dec 2012 00:17:34 GMT
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haha nice.

Subject: Re: Server Crashdump
Posted by [Lazy5686](#) on Fri, 21 Dec 2012 16:27:05 GMT
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Iran is telling me it crashed in shaders.dll but I'm still going to say it is Raven's fault.

File Attachments

1) [crashdump.20121221-160446-r5074-n1.dmp](#), downloaded 234 times

Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Sat, 22 Dec 2012 00:36:03 GMT
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It crashed while quitting. (I can't see why it quit.) The crash is related to unloading a bink movie.

Subject: Re: Server Crashdump
Posted by [Lazy5686](#) on Sun, 23 Dec 2012 03:08:57 GMT
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That sounds rather odd. Raven appears to be clueless as to why it occurred.

Thanks.

Subject: Re: Server Crashdump
Posted by [iRANian](#) on Sun, 23 Dec 2012 08:03:15 GMT
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Could have been a disconnect from XWIS? The server shuts down the next map when it happens, maybe cause the server can't send data to the ladder but I'm not sure.

Subject: Re: Server Crashdump
Posted by [ExEric3](#) on Mon, 24 Dec 2012 00:27:48 GMT
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iRANian wrote on Sun, 23 December 2012 09:03 Could have been a disconnect from XWIS? The server shuts down the next map when it happens, maybe cause the server can't send data to the ladder but I'm not sure.

You tried simulate it locally? Because this was problem on older ssgm.

Also last days I just see on xwis higher pings on all servers.

Subject: Re: Server Crashdump
Posted by [iRANian](#) on Mon, 24 Dec 2012 02:11:54 GMT
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Nope but I know it happens even with 4.0 on the server. When the server shuts down it's like 30 seconds into the next map and you see a admin message pop telling you the server shut down with the Commando saying "real tough guy" IIRC.

Subject: Re: Server Crashdump
Posted by [Lazy5686](#) on Fri, 04 Jan 2013 23:56:27 GMT
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O.o

[File Attachments](#)

1) [crashdump.20130104-233754-r5074-n1.dmp](#), downloaded 186 times

Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Sat, 05 Jan 2013 15:41:37 GMT
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Your bandwidth (bbo) seems to be set to 0, please check your server.ini and change it to something reasonable.

Subject: Re: Server Crashdump
Posted by [Ethenal](#) on Sat, 05 Jan 2013 17:46:31 GMT
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BandwidthUp = 150000000

:/ Btw, our bot manually does !fds sbbo <some ridiculously large number> at the start of every map (if it doesn't do that the kbps sits at like 20 with 50 players), yet that's our server.ini setting. Either the server.ini setting is too low (even though that shouldn't cause a bandwidth budget of zero) or there is a bug that is causing it not to be loaded.

EDIT: THIS:

Quote: Sat 12:00:31 (&Tiresias) !fds set_bw_budget_out 9999999999

If the bot DOESN'T do this, it lags TREMENDOUSLY until you do.

Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Sat, 05 Jan 2013 21:01:45 GMT
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Those values are too high, which makes the strtol function that is used to parse them return 0. I think the maximum possible value 2147483647.

I don't see why the KBPS would be 20 for 50 players with a reasonable SBBO value, that's the real issue... Do you have any stats for this that I can look at to see what's going on? The ridiculous value possible helps because the bandwidth limit is disabled altogether due to divisions by zero or something.

Subject: Re: Server Crashdump
Posted by [Ethenal](#) on Sat, 05 Jan 2013 22:25:49 GMT
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Both of them are too high? Judging by that number, I assume it's the maximum int value these are bumping into. Is the bandwidth budget measured in bytes?

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Sat, 05 Jan 2013 23:38:45 GMT

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150000000 is fine, 9999999999 is too high. It indeed uses a signed int. 150000000 should still allow a 375 KByte/s for 50 players, so it should definitely not go to 20. Perhaps it overflows somewhere...

Subject: Re: Server Crashdump

Posted by [Xpert](#) on Sun, 06 Jan 2013 01:18:34 GMT

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

StealthEye wrote on Sat, 05 January 2013 18:38:150000000 is fine, 9999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players.

Subject: Re: Server Crashdump

Posted by [Ethenal](#) on Mon, 07 Jan 2013 20:34:03 GMT

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Xpert wrote on Sat, 05 January 2013 19:18StealthEye wrote on Sat, 05 January 2013 18:38:150000000 is fine, 9999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players.

Um, because it doesn't work? I pasted that setting from server.ini, that is exactly what is in there, yet the server absolutely lags like fucking shit until you do an !fds sbbo command.

Subject: Re: Server Crashdump

Posted by [Gen_Blacky](#) on Tue, 08 Jan 2013 02:42:48 GMT

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they fixed server.ini entry in the latest 4.0 version.

Subject: Re: Server Crashdump

Posted by [Lazy5686](#) on Wed, 09 Jan 2013 01:21:14 GMT

I've actually been wondering for a while what kind of variable the bandwidth setting was stored in.

Xpert wrote on Sat, 05 January 2013 18:18StealthEye wrote on Sat, 05 January 2013 18:38150000000 is fine, 9999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players.

You never mentioned this to me...

I'll give it a shot with our bot resetting it to 150000000 every map or possibly every 30 minutes on top of every map and see if that makes any difference.

Subject: Re: Server Crashdump

Posted by [Ethenal](#) on Wed, 09 Jan 2013 04:55:27 GMT

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Lazy5686 wrote on Tue, 08 January 2013 19:21I've actually been wondering for a while what kind of variable the bandwidth setting was stored in.

Xpert wrote on Sat, 05 January 2013 18:18StealthEye wrote on Sat, 05 January 2013 18:38150000000 is fine, 9999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players.

You never mentioned this to me...

I'll give it a shot with our bot resetting it to 150000000 every map or possibly every 30 minutes on top of every map and see if that makes any difference.

I already changed it lol, it makes absolutely no kbps difference. They're definitely correct.

Subject: Re: Server Crashdump

Posted by [StealthEye](#) on Wed, 09 Jan 2013 06:25:34 GMT

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Please do not periodically set the kbps value. If there is still an issue I would like to know.
