
Subject: Server Crash
Posted by [Ani](#) on Sat, 14 Jul 2012 00:22:17 GMT
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I'll just keep this thread as a place to keep my own personal crashdumps.

Here's one I got just recently.

Let me know how to fix it asap. I'm running like 19 plugins which i'm sure 1 or more are causing my server to crash somewhat frequently.

Edit: Crap, I just realized I put this in the mod release forum... I apologize, please move it.

File Attachments

1) [crashdump1.rar](#), downloaded 92 times

Subject: Re: Server Crash
Posted by [Distrbd21](#) on Sat, 14 Jul 2012 00:40:02 GMT
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Animoskity wrote on Fri, 13 July 2012 19:22:I'll just keep this thread as a place to keep my own personal crashdumps.

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1. not the right forum.
 2. no one is at your beck and call, So I'm really guessing you wont get no help, saying tell me how to fix it asap.
 3. you need to go through your list of plugins and add them 1 by 1 until the server does crash, if it doesn't then you ruled that out.
 4. If it does crash then ask the maker of that plugin to update it.
-

Subject: Re: Server Crash
Posted by [Xpert](#) on Sat, 14 Jul 2012 00:41:50 GMT
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While we wait for a mod to move this thread, please post your plugins list.

Subject: Re: Server Crash

Posted by [Ani](#) on Sat, 14 Jul 2012 01:06:01 GMT

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Distrbd21 wrote on Fri, 13 July 2012 17:40Animoskity wrote on Fri, 13 July 2012 19:22I'll just keep this thread as a place to keep my own personal crashdumps.

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Geez, I already pointed out that I'm aware I posted in the wrong forum. I also don't have time to sort through 19 plugins to see which one is crashing my server. That would take a month.

"No one is at your beck and call" - is what what you were told when people from MPF we're accusing you of stealing their ideas when you kept begging for help? Either way.

These are my plugins:

Toggle Spoiler

00=BanSystem.dll

01=Mute.dll

02=antispawncill.dll

03=firstblood.dll

04=randomstartingcredits.dll

05=crates.dll

06=InfiniteAmmo.dll

07=GameSpy_Support.dll

08=BuildingHealthSounds.dll

09=BWDetector.dll

10=FlamingC4Prevention.dll

11=TeamDonate.dll

12=Swap.dll

13=Sounds.dll

14=Taunts.dll

15=Spectate.dll

16=SBHNoRemotePickup.dll

17=VeteranPlugin.dll

18=ExtraConsoleCommands.dll

19=RangeRoFDetection.dll

Subject: Re: Server Crash

Posted by [Ethenal](#) on Sat, 14 Jul 2012 01:31:28 GMT

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 3. you need to go through your list of plugins and add them 1 by 1 until the server does crash, if it doesn't then you ruled that out.
 4. If it does crash then ask the maker of that plugin to update it.
- You have no room to be a dick Mr. release BR plugin and don't know Perl.
-

Subject: Re: Server Crash

Posted by [Xpert](#) on Sat, 14 Jul 2012 01:33:43 GMT

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00=BanSystem.dll - WORKS

01=Mute.dll - WORKS

02=antispawnkill.dll - WORKS

03=firstblood.dll - WORKS

04=randomstartingcredits.dll - WORKS

05=crates.dll - WORKS

06=InfiniteAmmo.dll - WORKS

07=GameSpy_Support.dll - POSSIBLE CRASH

08=BuildingHealthSounds.dll - WORKS

09=BWDetector.dll - WORKS

10=FlamingC4Prevention.dll - WORKS (I have crash issues with my personal vet system)

11=TeamDonate.dll - WORKS

12=Swap.dll - WORKS

13=Sounds.dll - UNKNOWN

14=Taunts.dll - UNKNOWN

15=Spectate.dll - HAS A CRASH ISSUE BUT ONLY WHEN USED INCORRECTLY
16=SBHNoRemotePickup.dll - WORKS (LOL you use this)
17=VeteranPlugin.dll - If this is Iran's, then this hasn't been tested.
18=ExtraConsoleCommands.dll - WORKS
19=RangeRoFDetection.dll - WORKS but needs a correct update

Hope this narrows down your problems. Unfortunately this is all I could say since I can't debug the dump.

Subject: Re: Server Crash
Posted by [jonwil](#) on Sat, 14 Jul 2012 05:23:13 GMT
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Looking at the crashdump, what I see is that ScriptableGameObj::Post_Think calls Timer_Expired on some unknown script inside FlamingC4Prevention.dll (attached to a C4GameObj I think) This script then crashes for reasons I cant identify as I dont have any debugging information for FlamingC4Prevention.dll (assuming any PDB file that matches the specific FlamingC4Prevention.dll running on this server at the time of the crash even exists)

Subject: Re: Server Crash
Posted by [iRANian](#) on Sat, 14 Jul 2012 16:09:42 GMT
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I've debugged the crashdump and it's crashing because one of my helper functions doesn't check for a null pointer. I'm fixing it now and releasing a fix for it.

I couldn't reproduce the crash itself though.

Subject: Re: Server Crash
Posted by [Ani](#) on Sun, 15 Jul 2012 02:41:21 GMT
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Thanks for the update iRAN.

Question: Any updates coming to your Vet system?

Subject: Re: Server Crash
Posted by [iRANian](#) on Sun, 15 Jul 2012 07:28:44 GMT
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What updates are needed for it?
