

---

Subject: Crash in tt.dll  
Posted by [Xpert](#) on Wed, 25 Jul 2012 02:56:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My first server side crash in over a month.  
It points to tt.dll

#### File Attachments

1) [ax-crash.rar](#), downloaded 279 times

---

---

Subject: Re: Crash in tt.dll  
Posted by [StealthEye](#) on Mon, 30 Jul 2012 14:28:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is very weird, it ended up calling a dtor for an object while still running its ctor. Unless you hook Set\_Object\_Dirty\_Bits in some plugin or something, I can't see how this happened.

---

---

Subject: Re: Crash in tt.dll  
Posted by [danpaul88](#) on Mon, 30 Jul 2012 15:01:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Mon, 30 July 2012 15:28 This is very weird, it ended up calling a dtor for an object while still running its ctor. Unless you hook Set\_Object\_Dirty\_Bits in some plugin or something, I can't see how this happened.

```
class Object
{
    Object::Object
    {
        delete this;
    }

    Object::~~Object
    {
        printf ( "BOOM!");
    }
}
```

---

Subject: Re: Crash in tt.dll  
Posted by [StealthEye](#) on Mon, 30 Jul 2012 16:56:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Exactly, but then without the "delete this" call. It seems to have jumped right from the ctor to the dtor for no apparent reason/cause.

---

---

Subject: Re: Crash in tt.dll

Posted by [danpaul88](#) on Mon, 30 Jul 2012 17:50:42 GMT

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

---

Could be stack corruption possibly? Does the call stack higher up look sensible for constructing the object in question in the first place?

---

---

Subject: Re: Crash in tt.dll

Posted by [Xpert](#) on Mon, 30 Jul 2012 21:57:37 GMT

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

---

StealthEye wrote on Mon, 30 July 2012 10:28 This is very weird, it ended up calling a dtor for an object while still running its ctor. Unless you hook Set\_Object\_Dirty\_Bits in some plugin or something, I can't see how this happened.

I never used that in any of my code. I wouldn't know how to use Set\_Object\_Dirty\_Bits lol

---

---

Subject: Re: Crash in tt.dll

Posted by [StealthEye](#) on Tue, 31 Jul 2012 14:52:03 GMT

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

---

danpaul88, it looks sensible for constructing the object, not for destructing it. I can't think of why it would destroy the object, but it would be strange if the dtor appeared on the stack at that point coincidentally too. My guess is that somehow the vtable (or pointer to vtable) was messed up, and it called the dtor instead of Set\_Object\_Dirty\_Bits. This is still quite unlikely though.

---