
Subject: Crash dump

Posted by [Ethenal](#) on Wed, 08 Aug 2012 23:23:43 GMT

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Was at about 8:05 on Field in Jelly Marathon, Airstrip and Barracks were only structures left (and it had been that way for a couple of hours), when all of a sudden lots of people started disconnecting (with the "Connection broken to client. ##" message) and eventually when it happened to me, it brought up the "Renegade has encountered an internal error and must close" dialog.

Crashdumps attached. (there are two because I immediately rejoined after the first one and it happened again)

File Attachments

1) [debug.zip](#), downloaded 93 times

Subject: Re: Crash dump

Posted by [StealthEye](#) on Thu, 09 Aug 2012 23:32:57 GMT

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It seems that there had been 260 players in game. Renegade's data structures only allow for storing 256, so it caused a buffer overflow, which in turn caused this crash.

I'm not sure if I can fix this. I can (and will) fix this particular crash, but it is likely that Renegade uses similarly sized buffers elsewhere, which would also cause crashes or bugs.

Subject: Re: Crash dump

Posted by [liquidv2](#) on Fri, 10 Aug 2012 00:43:12 GMT

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someone tried to tell me Renegade only has 100 players left
Hah

Subject: Re: Crash dump

Posted by [Ethenal](#) on Fri, 10 Aug 2012 01:25:47 GMT

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What do you mean, does Renegade keep track of each player that joins and leaves the game until the end of the map?

If so, that could explain why the Marathon has traditionally always crashed after around the 7-9 hour mark in the past (even before 4.0). I'm glad this specific thing is something that can be fixed, though. Thanks StealthEye.

Subject: Re: Crash dump
Posted by [StealthEye](#) on Fri, 10 Aug 2012 01:37:47 GMT
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Quote:What do you mean, does Renegade keep track of each player that joins and leaves the game until the end of the map? Exactly. It does that for ranking purposes and for reusing the credits/score/kills/deaths after players rejoin, for example.

Yes, this is likely the same issue as in stock. The issue is now fixed (dynamic size player array) but that does not necessarily mean that it will now work right. I know that in many places 256-element buffers are used and, even though those usually exclude inactive players, it is not unlikely that there are more similar issues.

Subject: Re: Crash dump
Posted by [iRANian](#) on Fri, 10 Aug 2012 07:43:58 GMT
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I was playing in the same match for the whole eight hours and I didn't experience this crash, I did crash on the game over screen like 10 minutes after Ethenal's crash.

edit: I figured Westwood would use their hash map stuff for this. :/

Here are the crashdumps

<https://dl.dropbox.com/u/21865790/crashdumps%20%20hour%20field%20game-iran.zip>

Subject: Re: Crash dump
Posted by [Good-One-Driver](#) on Fri, 10 Aug 2012 08:21:59 GMT
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iRANian wrote on Fri, 10 August 2012 00:43 I was playing in the same match for the whole eight hours and I didn't experience this crash, I did crash on the game over screen like 10 minutes after Ethenal's crash.

lol someone has a life.

Subject: Re: Crash dump
Posted by [Ethenal](#) on Fri, 10 Aug 2012 17:32:22 GMT
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Good-One-Driver wrote on Fri, 10 August 2012 03:21 iRANian wrote on Fri, 10 August 2012 00:43 I was playing in the same match for the whole eight hours and I didn't experience this crash, I did crash on the game over screen like 10 minutes after Ethenal's crash.

lol someone has a life.
mad

Subject: Re: Crash dump
Posted by [liquidv2](#) on Fri, 10 Aug 2012 18:31:01 GMT
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he spends his time playing Renegade instead of making cheats for it
imagine that

Subject: Re: Crash dump
Posted by [EvilWhiteDragon](#) on Fri, 10 Aug 2012 18:55:32 GMT
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liquidv2 wrote on Fri, 10 August 2012 20:31he spends his time playing Renegade instead of
making cheats for it
imagine that
I was thinking the same!
